

more

STRATEGIES

Nintendo^{for} Games

How To Win At:

- CASTLEVANIA II: SIMON'S QUEST
- DOUBLE DRAGON
- GUERRILLA WAR
- GYRUSS
- IRONSWORD: WIZARDS AND WARRIORS II
- IRON TANK
- MEGA MAN II
- NINJA GAIDEN
- Q*BERT
- SKY SHARK
- STEALTH ATF
- SUPER MARIO BROS. 2
- THE THREE STOOGES
- ZELDA II: THE ADVENTURE OF LINK



**PLUS
MUCH MORE!**

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BY THE EDITORS OF
CONSUMER GUIDE®

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Nintendo for Games

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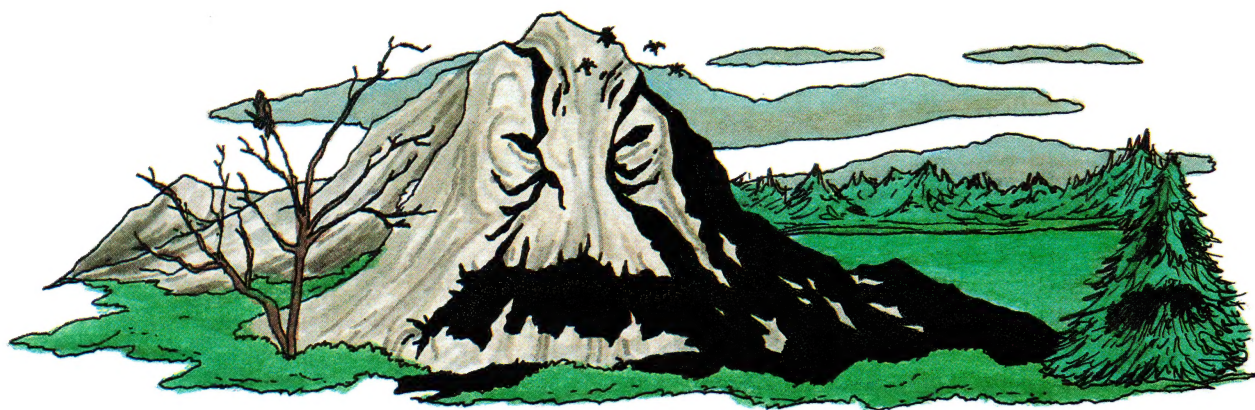


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Introduction

If you play Nintendo games (and who doesn't), you know which games are red hot and you have a pretty good idea how to play them. But you'd probably like to play faster and score like a pro. *More Strategies for Nintendo Games* will help you power up your game to the max. You'll find out what you need to know to dispatch your enemies and speed through dangerous situations in 14 of the newest and best Nintendo games. Strategies for high-power play introduce beginning and advanced players to important game-playing information, but Secret Strategies take you places and give you powers known only to experts.

Nintendo action games require a lot of skill and concentration, not just a quick wrist. When you take on the enemy in action games such as *Guerrilla War*, *Gyruss*, *Iron Tank*, *Mega Man II*, *Sky Shark*, and *Stealth ATF*, you'll have more than a fighting chance to complete your mission because *More Strategies for Nintendo Games* shows you the tricks of the trade. You'll know which weapon to use in each battle, where to position yourself to the best advantage, how to find and deploy power-up weapons, and when to lie low. Advanced Strategies for these action games clue you in on the fastest way to get through enemy territory and show you how to destroy each boss character in turn. Important game screens are pictured in full color so you always know where you are and what you should be doing. With *More Strategies for Nintendo Games* fighting along with you, winning is easy and your victory is assured.

Adventure games with their exquisite graphics and complicated stories take you into another world where you are a hero with super strengths and magic powers. These games really put you to the test, and *More Strategies for Nintendo Games* is an essential companion for your travels through

the complex worlds of *Simon's Quest*, *Ironsword*, *Ninja Gaiden*, *Super Mario Bros. 2*, and *The Adventure of Link*. Before you begin an adventure, you need to know as much about where you're going and who you'll encounter as you can. You also need to know how and where to get additional lives and the ways to increase your physical and magic skills. Once the adventure begins, you want to know the most direct route to your destination and how best to defeat each enemy who comes at you. But most of all, you'd like to know secret strategies that whisk you where you want to be as quickly and easily as entering a code on a screen. *More Strategies for Nintendo Games* has all this information and more. With it at your side, you'll progress quickly and effectively through your adventure.

Three games in this book don't fit into the action or the adventure category. *The Three Stooges* is several different kinds of games in one cartridge—all based on movies featuring the exploits of Moe, Larry, and Curly. Which game you play is a matter of luck and skill, but you'll need to become adept at everything from racing a go-cart to eating oysters and throwing pies. *More Strategies for Nintendo Games* shows you the best way to play each of the Stooges' games. *Double Dragon* is an action game, but there's no shooting, so you have to learn to execute video karate moves on your pad or joystick. This book not only helps you perfect your fighting skill but also tells you how to take out each of your enemies, often using his or her own weapon. *Q*bert* is a well-known arcade game that pits a highly verbal nose against a crew of disruptive bad guys who try to undo what he's just done. The object of the game is to change the surface color of 28 blocks in a pyramid. It sounds simple until you try it, but *More Strategies for Nintendo Games* has a lot of tricks to get you quickly to the advanced levels of the game.

CASTLEVANIA II: SIMON'S QUEST

Konami

If you thought you'd seen the last of Dracula at the end of *Castlevania*, you're in for a big surprise. The Prince of Darkness returns in *Castlevania II* to continue the battle of good and evil. This action-adventure game is loaded with puzzles, power-ups, and dramatic confrontations, all set in a complicated world of towns, mansions, lakes, and wilderness.

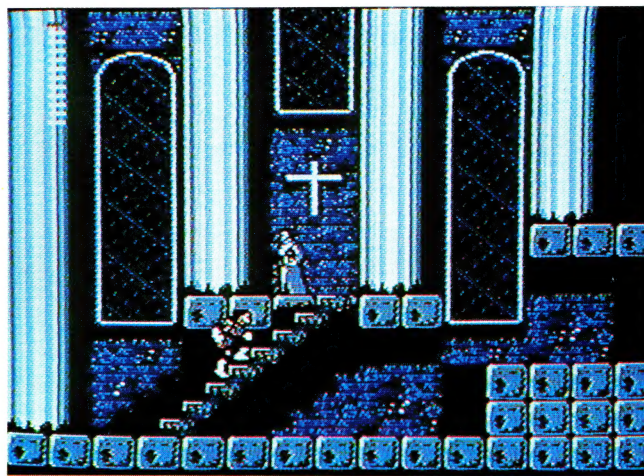
Beginning Strategies

Before you start to play this game, you need to remember one important fact: The rules you learned to beat the first game don't apply here. You still need a quick hand to defeat attacks of the undead, but you also have to discover hidden items and learn to use certain implements to get where you want to go and to do what you want to do.

As you travel through Transylvania, talk to everyone you meet in the towns. Press the "B" button to start a conversation. But don't forget that not everyone is telling you the truth. Some people will give you good advice, but others will try to mislead you.

The key to winning this game is obtaining magic items, including crystals, whips, garlic, oak stakes, and Holy Water. You need hearts to buy what you need, and you can easily collect hearts in the woods to the right of Jova. To insure your success, buy the Holy Water and White Crystal first.

Explore all the rooms in each town. Holy Water will let you break through walls and floors, so you can uncover secret passages that lead you in new directions.



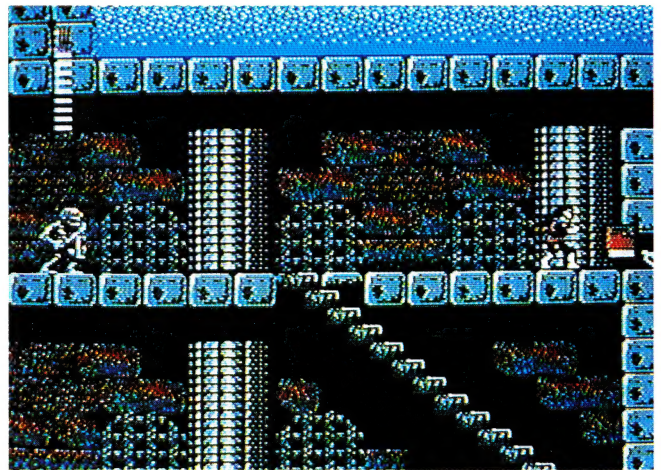
In the church in Jova, Simon replenishes his energy for the battles ahead.

Use the Start button to check the subscreen that shows which whip you are currently using and the magic items that you have found or purchased. The screen also lets you know your heart total, how many lives you have left, and the time on the game's timer. Time is important in this game because the less time you take to meet and overcome the challenges of your quest, the more likely Simon is to come to a happy ending.

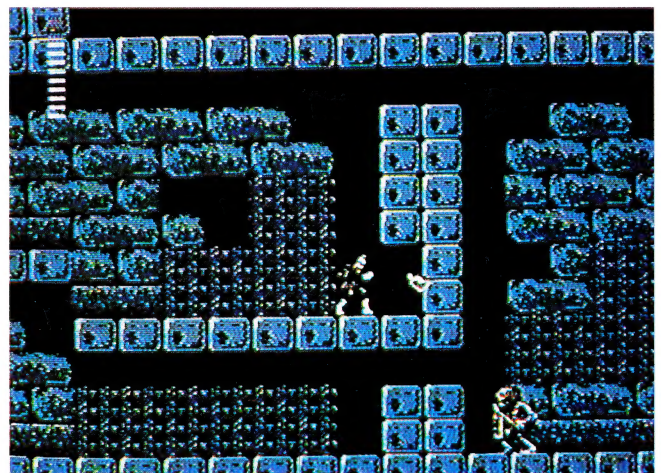
Advanced Strategies

You need all the magic items and weapons to be able to retrieve the five parts of himself that Dracula has hidden throughout his domain. Then you have to have all the parts before you can confront Dracula. Here are the locations of some of the magic items and whips: The White Crystal is in Jova; the Blue Crystal is in Aljiba; the Thorn Whip is also in Jova; the Chain Whip is in Veros; the Mace Whip is in Andole; the Flame Whip is on Dabi's Path. You find the Sacred Flame to the right of Denis Woods on Dabi's Path. You get the Magic Cross after defeating Vampiria in the Laruba Mansion, and you find the Silk Bag in the Storigoy graveyard near Sadam Woods.

The parts of Dracula have special powers that help you in your quest. Dracula's rib bone acts as a shield; his heart shows you



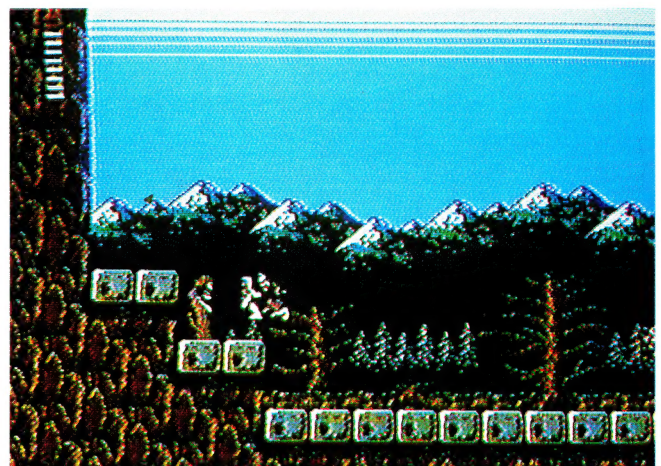
Use Holy Water at the ends of passageways; that's where important things are often hidden.



You can throw Holy Water through some walls and kill your enemies before they get near you.



Buy Holy Water as soon as you can. It's not only a powerful weapon, but it helps find hidden items.



In the Wasteland you encounter a mysterious lady who gives you a diamond.

the way to the third mansion, and his eyeball allows you to read the scriptures. Dracula's nail can be used with the whip to break bricks, acting much like the Holy Water.

After you get Dracula's heart in Rover Mansion, go back to Jova and go left. When you show Dracula's heart to the ferryman, he takes you to Brahm's Mansion and another set of screens. After you have gone through them, go to Deborah Cliff to the left of the Jam Wasteland, and kneel with the Red Crystal to summon the tornado. It takes you to the last two mansions and Dracula's castle. Be sure to use the Sacred Flame when you meet up with Dracula.

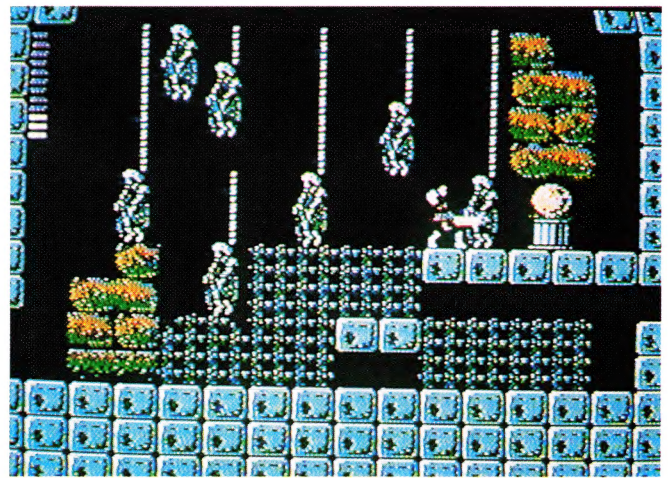
Secret Strategies

To start your quest with all the available power-ups, enter this code at the beginning of the game:

MS60 QVCW
IVKU UFBC

In addition to the usual ending to this game, there are two other endings. The one you get depends on how long it takes Simon to complete his quest. Use these codes to save Simon and see these endings:

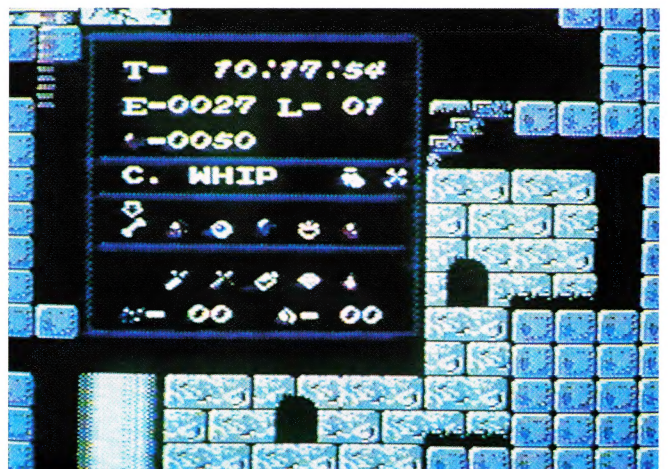
CTMV W26K C1DF O26D
R5KN SIBK L1KN SWJK



Dracula's heart is in Rover Mansion. Show it to the ferryman; he'll take you across Dead River.



If you leave garlic in the Camilla Cemetery, a stranger will give you the Silver Knife.



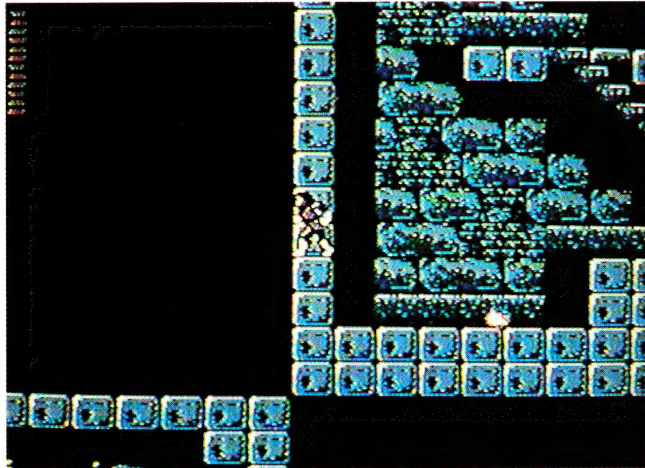
Time is crucial. If you dawdle, Simon will come to a bad end.



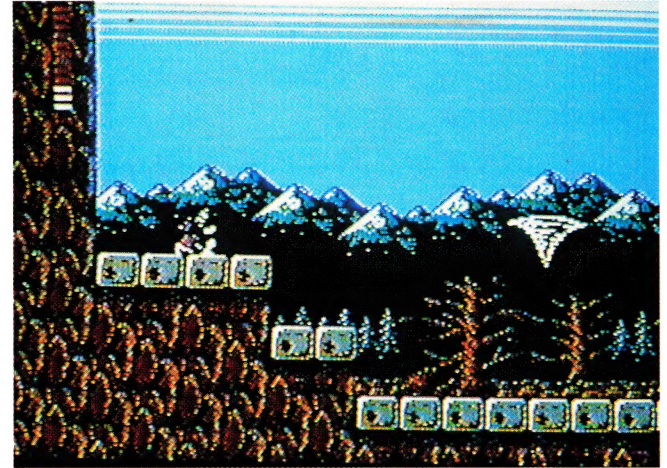
In Brahm's Mansion defeat the Grim Reaper with your whip and retrieve the Golden Knife.



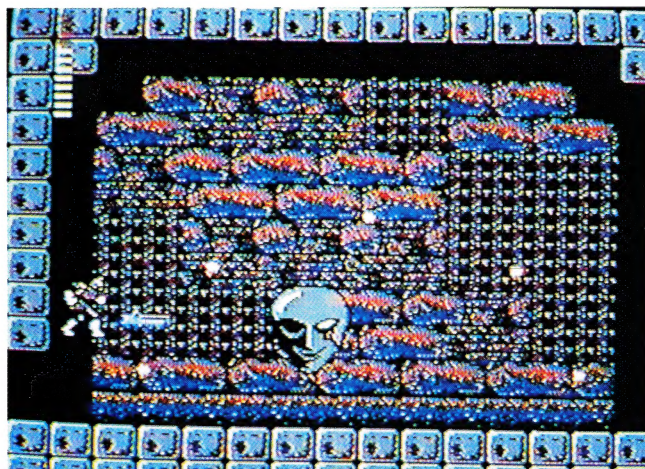
Once you get Dracula's eyeball in Brahm's Mansion, you can use it to read the scriptures.



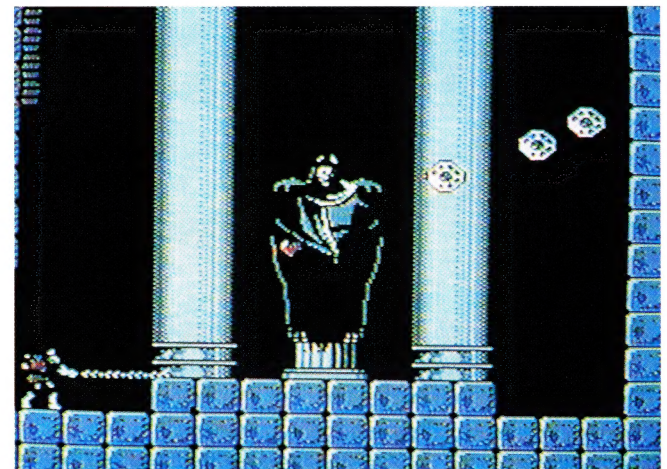
Some walls have hidden passageways that Simon can walk through, but they are unusual.



On Deborah Cliff hold the Red Crystal and a tornado will carry you to Bodley.



In Laruba Mansion, kill Vampira by attacking her eyes with your whip or enhanced weapon.



Attack Dracula with everything you've got, and don't spare the Sacred Flame.

DOUBLE DRAGON

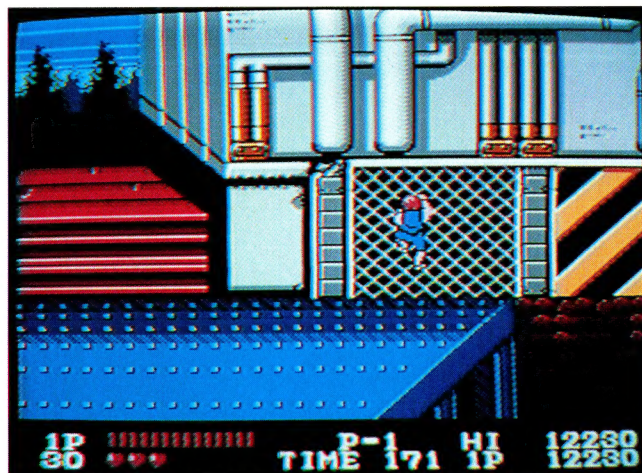
Tradewest

Double Dragon is a showdown between twin brothers, Billy and Jimmy Lee, the two most skilled martial-arts masters in the city. Known for their amazing street-fighting abilities, the twins command both fear and respect wherever they go. Billy is a good guy, but Jimmy chose to join the ruthless Black Warriors street gang and soon became their leader, the Shadow Boss. With Jimmy behind them, no one could stop these terrible thugs. No one, that is, but Billy who alone has the daring to stand up to the Warriors.

The Black Warriors have gone too far. They've kidnapped Billy's girlfriend, Marion, and taken her to their hideout. Billy pursues the gang through four rounds: the City Slum, the Industrial Area, the Forest, and finally, the Fortress of the Shadow Boss, where Marion is held captive. Using his highly developed, precision martial-arts skills, as well as making use of any weapons that he's able to take away from members of the gang, Billy struggles alone to defeat the Black Warriors and their leader, his own twin.



You can use the Boss Room conveyor belt to push Abobo to his death, but you won't earn any points.



Climb the chain-link fence, and prepare to Jump Kick Williams so he'll drop his bat.

To smash your way through all four levels of *Double Dragon*, you need to use all of Billy Lee's fighting skills. When you begin the game, you're only able to punch and kick at your opponents. To perform more advanced techniques, such as the Pin Attack, Elbow Punch, Uppercut, and Over-Shoulder Throw, you must earn heart points.

Double Dragon uses two distinctly different scoring mechanisms. One tabulates total points scored, while the other, a special Heart Meter, keeps track of the points you earn whenever you make contact with one of the bad guys. The Heart Meter has seven different levels, and every 100 heart points gives you a more advanced offensive technique.



The Hair-Pull Kick is an effective weapon against Chintais who come at you with knives.



Be careful crossing the bridge. You may have to drop your bat to get in a good Jump Kick.

In order to defeat the Black Warriors, you need to know their different strengths and weaknesses.



Use Williams's bat when you encounter more Williams who are armed with dynamite.

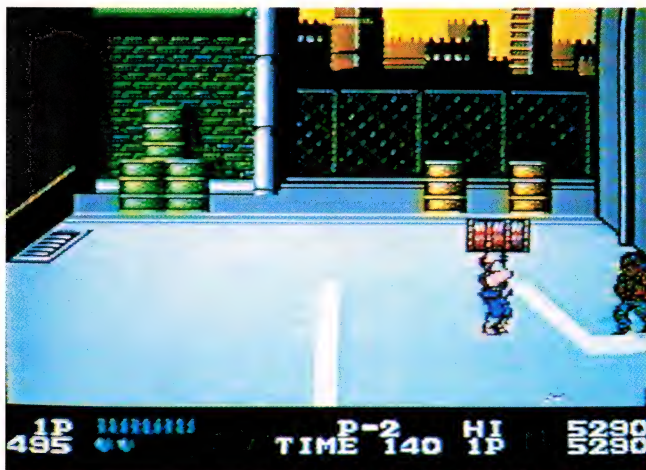


Armed with a knife, you are a formidable enemy, but don't let a hood take your weapon.



You can choose which of these characters you want to fight one-on-one.

Lopar: Stand still and wait for him to come to you. When he gets in range, kick him to the ground. If you have enough heart points, you can defeat Lopar easily by using the Hair-Pull Kick and the Pin Attack.



After Lopar throws an oil drum at you, pick it up and heave it back at him.

Abobo: This giant really isn't that tough. The easiest way to eliminate Abobo is first to knock him down with a Jump Kick and then to position yourself close to his knees. When Abobo starts to get up, begin kicking. Both Billy and Abobo will appear to be on top of each other; but if you stay with him, he can't hit you. Don't try to pin Abobo; it won't work.



When you fight as Abobo against another player, you become familiar with his tricks.

Williams: This Black Warrior is weak, but he's handy with a bat and dynamite. Use a Jump Kick to knock the bat out of his hand,

then use it against him. If he attacks you with explosives, dodge his throw, pick up the dynamite, and turn the tables on Williams. When this villain is unarmed, use the same technique you use for Lopar.



When Williams throws dynamite at you, get it quickly before it explodes, and throw it at him.

Linda: If Linda has a whip, simply get below her and wait for her to approach you. A nicely timed kick will knock the whip out of her hand, and then you can use it if you want to. When Linda is unarmed, wait for her to approach you. Kick her until she falls, or if you can, use the Pin Attack or the Hair-Pull Kick.



If Linda drops her whip, you can pick it up and use it as your own weapon.

Chintai: There are several ways to defeat this stubborn karate master. You can wait for him to come into range and kick him. If you

have four or more hearts, you can use the Hair-Pull Kick and throw him over your shoulder. You can also use the Jump Kick to knock Chintai to the ground. Once you've got him down, kick him when he tries to get up. You'll be on top of him, so his attacks can't hurt you. A Pin Attack won't work on Chintai unless he's very tired.

Willy: This Black Warrior carries a machine gun and looks really mean, but he's surprisingly easy to get rid of. When Willy comes on the screen, force him to the bottom and then get above him. Next, move to the side of the screen and move Willy down the wall until he disappears off the screen. (Don't worry; you won't fall off the bottom.) Bring Willy back onto the screen; then pull down quickly and start kicking. You can grab his hair and throw him over your shoulder or just kick him until he falls over. If you throw Willy out of the corner, just move him back in and keep throwing him.

Jimmy Lee: Since your brother knows the same martial-arts secrets that you know, he's the most difficult enemy you have to overcome. You need quick reflexes. Use the Jump Kick repeatedly to eliminate the evil gang leader once and for all.

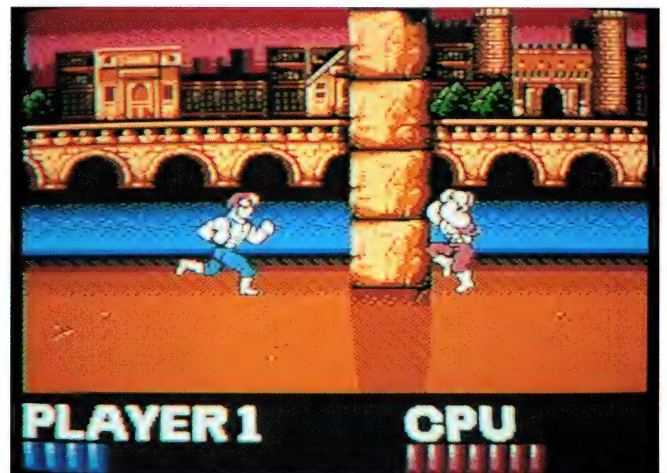
Beginning Strategies

Remember your limitations. You must earn advanced fighting techniques before you can use them. When you punch any Black Warrior, you collect heart points if you don't knock the guy down. This requires patience, but once you master the technique, you can collect enough heart points to acquire all seven advanced moves.

Always pick up the bat, but avoid the whip. You can hold on to any weapon for an entire round, but the whip doesn't add points to your score or Heart Meter. But whatever you do, never allow one of the nasties to retrieve a lost weapon.



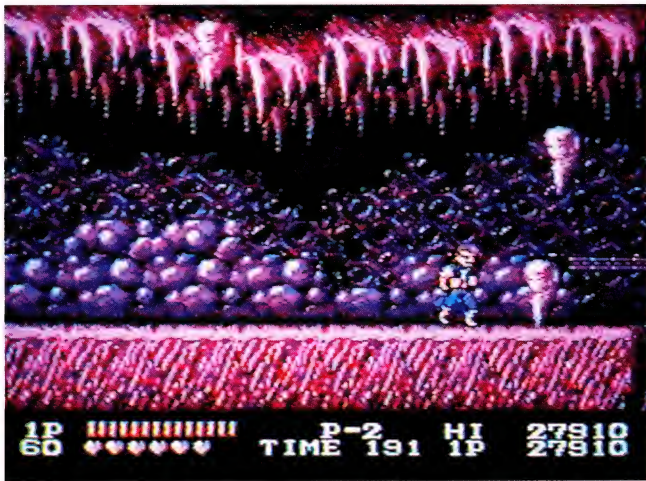
If you don't have enough energy to fight Chintai, just climb down two ladders and he dies anyway.



Develop your fighting skills in one-on-one matches between Billy Lee and his twin.



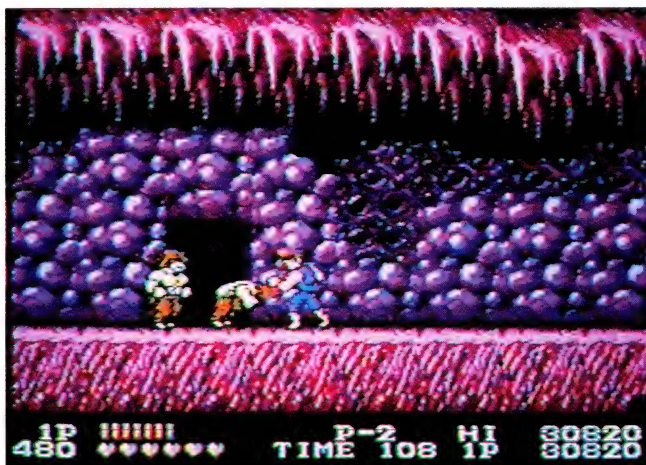
Jump Kick Abobo 16 times, but don't try to punch him out. Unless Abobo is weak, he'll throw you.



When you're first inside the cave, watch out for sharp falling rocks.



Take the first ladder down and fight the Lindas. Then go back up, cross to the last ladder, and go down until you reach Abobo's door.



After the horizontal elevators, fight two Chintais before you enter the cave. Once inside, go left.

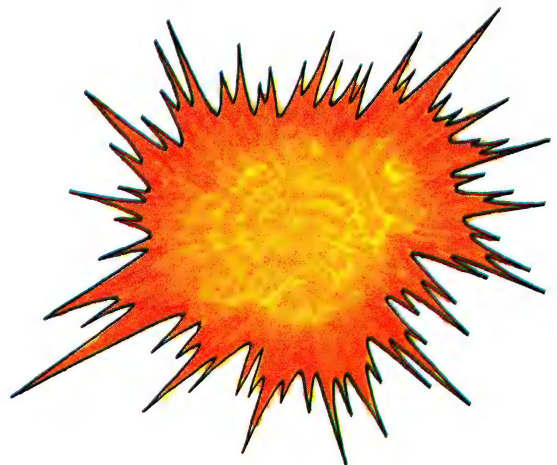
Advanced Strategies

In your fourth mission, you encounter several obstacles that are easy to overcome when you know the correct pattern. Whenever a brick wall appears, stick close to the edge of the screen. When you encounter a band of Chintais near the end of the round, stay close to the open ledge, grab the bad guys, and throw them off the ledge one at a time. When you enter the lair of the Shadow Boss, pairs of gang members attack you. After you dispatch the complete series of characters, you come up against your brother. The game ends with Billy and Marion reunited.

Secret Strategies

Beat up the first Williams who attacks you with a barrel, and grab it. Take the oil drum to the corner directly across from where you were standing and lodge yourself in the side of the wall. Then let go of the barrel, and it will fly straight up and off the screen.

You can also make Billy walk up walls and disappear off the screen. When you come to the elevator at the end of your first mission, knock out all the Lindas and move Billy to the far right of the screen next to the wall. When Billy is against the wall, push Up and watch him prance up the screen and out of sight. To get Billy back down to earth, simply push Left or Right.



GUERRILLA WAR

SNK

You and your buddy are trapped behind enemy lines on a mission that could determine the future of your country. A small band of rebels has sent you to infiltrate the stronghold of the ruthless dictator who rules your nation. You must rely on bravery and bullets as you encounter and overcome the dangerous situations that your enemy has constructed just for you.

You're not alone in your struggle. Rebel spies have placed powerful tanks at secret

locations along the way to the dictator's palace. You can also collect special-weapon power-ups from the well-equipped enemy soldiers who constantly have you in their line of fire.

Guerrilla War is a complex and highly detailed translation of the arcade game that continued the battles popularized by *Ikari Warriors* and *Victory Road*. You fight your way through mountains and jungles, under the ground, and into the sky. Duck into



This is the territory that you must conquer in *Guerrilla War*.



Collect all the special weapon power-ups that you find along the way.

trenches, toss grenades to blow a path through enemy barricades, and then open up with your machine gun to eliminate the enemy soldiers who stand in your way. The game is loaded with incentives and lots of fast-paced shooting action. With the two-player simultaneous option, *Guerrilla War* is one of the best shoot-'em-ups currently available for the Nintendo Entertainment System.

Beginning Strategies

There are two basic missions in *Guerrilla War*: completing every level of action and recovering as many Allied POWs as you can to earn bonus points. But you must be careful where you aim your machine gun and throw grenades. Indiscriminate shooting results in a loss of POWs and points. When you rescue a prisoner, you receive 1,000 points. Bad shooting that injures your allies decreases your point total by 500.

Always jump in a tank whenever you find an abandoned one. Tanks give you additional firepower, and they also protect you from enemy bullets. When you see the tank flashing, get out fast or you'll end up in the middle of the explosion.

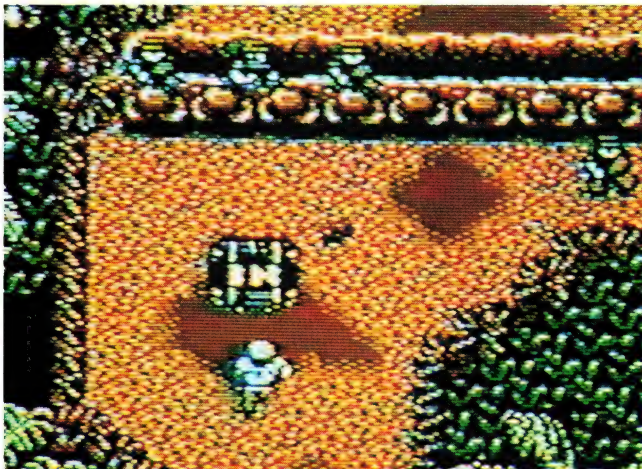
You need to use grenades or other weapon power-ups, such as a tank, when you battle



When you rescue prisoners of war, you add 1,000 points to your score.



You lose 500 points if you shoot the hostages you're trying to rescue.



This tank at the end of Round 1 will help you to accomplish your mission.



Use a tank to rescue the hostages and earn a 1,000 point bonus.

the nine boss characters. The pattern for each boss varies slightly, but you defeat them all in the same way no matter which level you're on. You have to shoot, shoot, and shoot.

Advanced Strategies

Always bomb or blow away all the barriers and obstacles in each level of play. When you do, you find helpful weapon power-ups and extra men that you wouldn't get otherwise.

In areas where there's a lot of enemy activity, you can persuade opposing soldiers to surrender by storming ahead without firing your machine gun (grenades can still be used). When your enemies raise their hands in submission, it's your cue to open fire on them, catching the soldiers completely off guard.

For extra protection stay in the trenches that dot the landscape. This strategy is particularly useful when you're fighting against enemy tanks and transports that require multiple hits. The trenches hide most of your body, making it possible for you to maneuver without having to avoid as many enemy bullets.

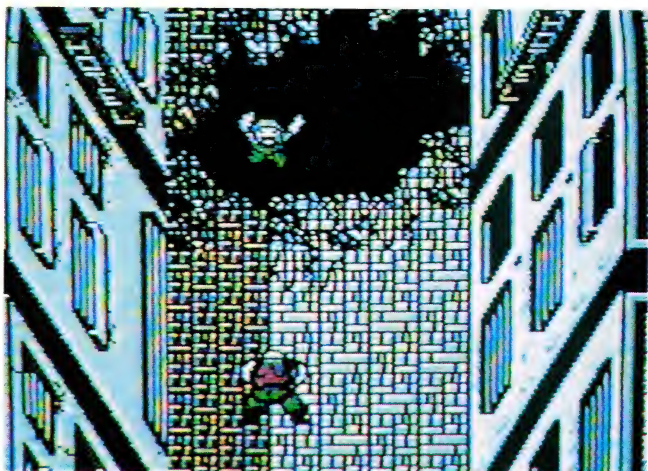
In the higher levels of *Guerrilla War*, playing with a buddy makes the game go a lot better. This is especially true in Level 5 where you're in a mine car that's roaring through an underground enemy prison. If each player concentrates on one side of the screen, you can rescue more trapped soldiers. The two-player mode works equally well in the last eight rounds.



Before entering the mine shaft, you have to get by the enemy soldiers.



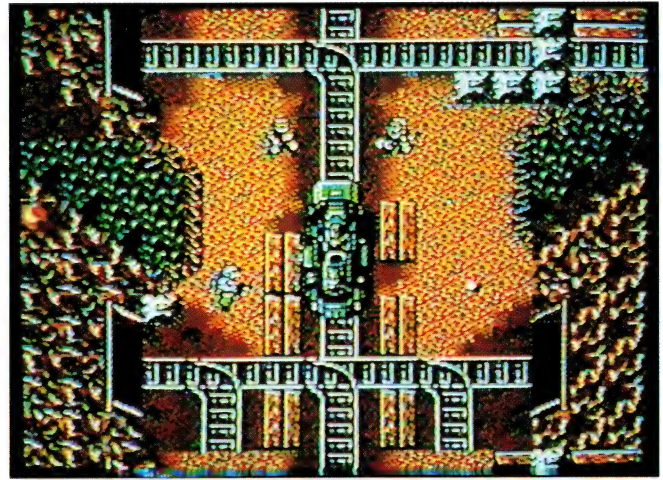
Use your rope to rescue the hostages you find in the mine shaft.



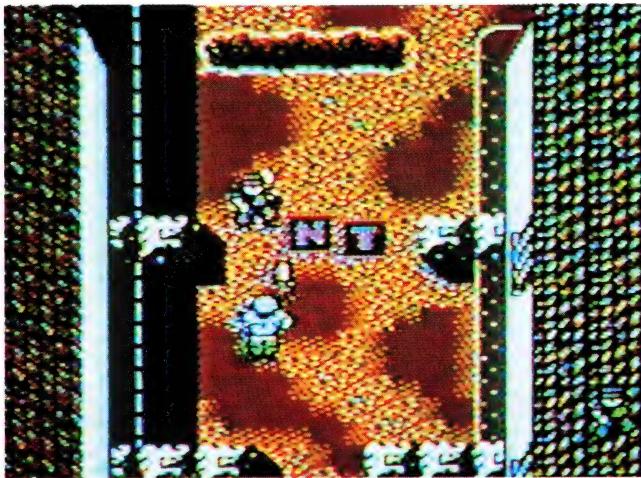
You have to go ahead and shoot the enemy even when he's got his hands up.



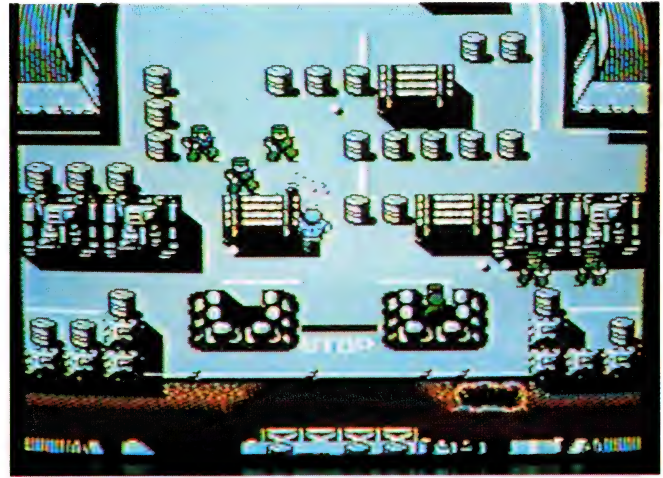
Shoot the pig as he runs across the screen and obtain a special power-up.



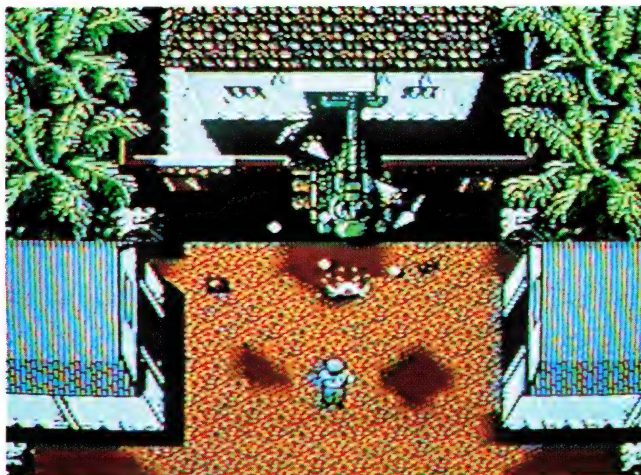
Beware of any enemy trains that you encounter on your mission.



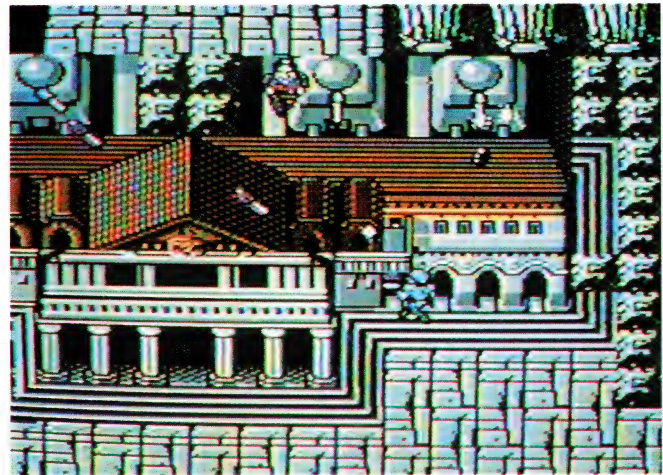
Blow away the barriers and you find necessary weapon power-ups.



Enemy supply depots are heavily guarded. If you explore one, be extremely careful.



At the end of Round 1, you have to battle against a helicopter.



In the palace you encounter very heavy artillery shelling.

GYRUSS

Ultra

In the year 25XX an armada of alien war machines from the Gyruss galaxy invaded Earth, as well as the other planets and the Sun. These evil beings quickly erected bases throughout the solar system and stationed guardian ships to protect their stations. Unknown to the Gyrussians, a group of Earth's most brilliant scientists had hidden from the invaders since their arrival. The Earth people developed a way to defeat the evil aliens and reclaim the planets for peace; they built a sleek star fighter that could destroy the alien bases and the spacecraft guarding them. This attack ship was sent to the outer limits of the solar system when all nine planets were aligned.

You control this spaceship as it battles its way from just outside the orbit of Neptune to the Sun. At the beginning of your mission, you have a photon gun that shoots a single blast, as well as a plasma gun that fires a more powerful shot that can wipe out anything it touches. Since you're maneuvering beyond the speed of light, you travel in a circular pattern around the edges of the screen. During breaks in the action,

you're challenged to perfect your fighting abilities with special chance stages, which introduce alien ships that do not return fire.

Adapted from a coin-op game, *Gyruss* combines the proven play elements of games like *Galaga* with advanced three-dimensional graphics. After you have successfully blasted your way through all the enemy bases and taken out the evil Gyrussian who controlled the Sun, a new and even more exciting adventure awaits you and your starship.



Don't shoot at crystals. If you hit one, it shatters into multiple objects.

Beginning Strategies

In *Gyruss* you have complete mobility: Use it. Since you can rotate around the entire perimeter of the screen, you're always able to find a spot where you can avoid alien ships and missiles. When the aliens first make their appearance in each stage, follow them as they come out and fire away. They don't fire when they make their entrance, so you can eliminate most aliens before they reach the formation. Also, after destroying one group of aliens, concentrate your firepower on the formation until the next group appears. By doing this you should be able to progress through the rounds quickly with relatively little threat from the bad guys.

The enemy stations that occupy the second level in each world should be destroyed as soon as the alien ships have been blown away. If you don't get rid of these bases, they continue to produce enemy ships, and each new group of fighters is more aggressive than the last. To destroy the stations quickly, fire on the bases when they are open, or use your plasma weapon.

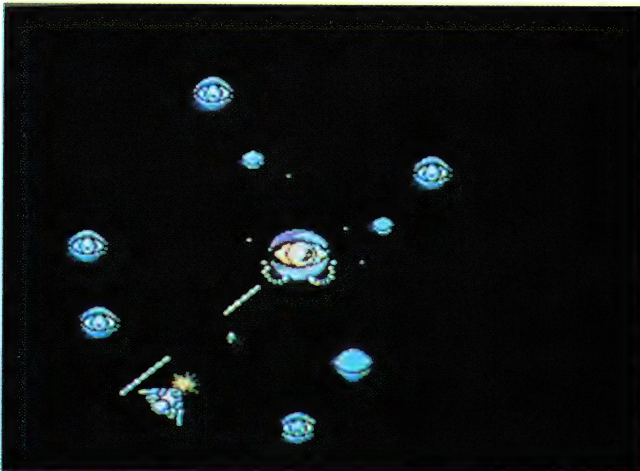
Avoid shooting at crystals and meteors. Instead of reducing their threat, shooting them multiplies the danger, since they shatter into multiple objects when they're hit. If you run into a crystal or meteor, don't try to attack; just move out of the way.

The Gyrussians launch many special weapons at you, and each one must be destroyed in a different way. In most cases you should concentrate your attention on these hazards only after you have eliminated most of the alien ships in the formation and when the weapons are not close to the outer rim. If they get close to the edge of the screen, move to the opposite side of the circle and resume your attack from there.

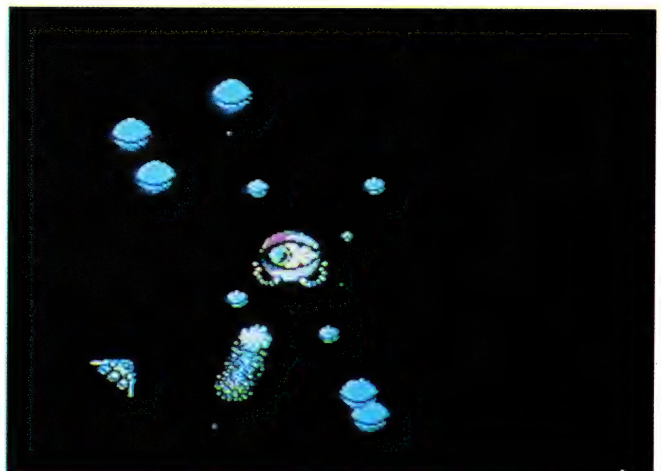
You can also pick up a double shot that enables your ship to fire two shots at once instead of just one, bombs that destroy everything on the screen, larger plasma shots that blow up everything in their path, and extra men from the orbiting probes. Always remember to sweep past these power-ups whenever they appear.

Advanced Strategies

The most difficult part of *Gyruss* comes when you encounter any one of the ten bosses who guard the planets and the Sun. These aliens are faster, meaner, and tougher than ordinary Gyrussians. To get past each of these high-tech horrors, you must know the movements and methods of attack that each boss uses. You should also be aware that these guys can only be destroyed by multiple hits, and they often change into other types of aliens after they've been damaged.



The Sun fires on you with laser beams, but if you keep to the bottom of the screen, you avoid them.



Blast away at the giant eye with your Ultra-Lazonic Phaser Boosters.

Here's a complete plan of attack for each of the ten boss aliens:

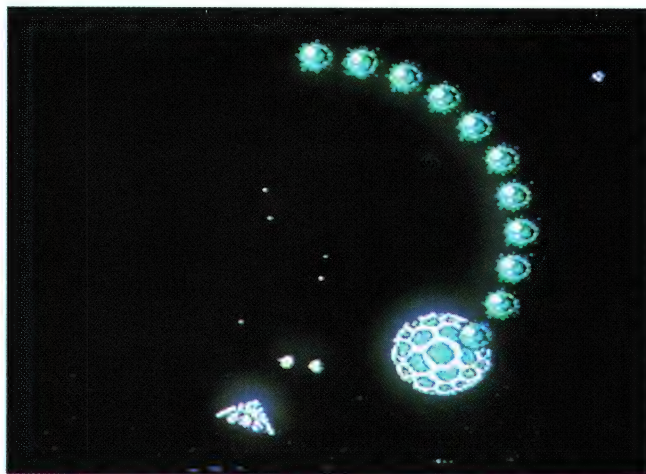
Neptune: You encounter the first boss only three warps into the game. This Gyrussian base sits stationary in the middle of the screen and is armed with four attack pods that are located on the top, bottom, left, and right sides of the ship. These pods fire spreads of three deadly missiles each time they open up, which is also the only time that you can blast them (unless you use a plasma ball). Watch their pattern of opening and closing, and you'll soon discover that there's a clockwise rotation from top to right to bottom to left. Concentrate on one pod at a time, and shoot at it. Move when it fires, and wait for it to open again before you resume shooting.

Pluto: This is one of the most difficult boss characters. When you fly onto this screen, you'll see a large glowing orb close to the outer rim. Get away. The orb quickly zooms around the circumference of the screen releasing 11 green globes that wander to the edges of the screen to attack. While they are giving you problems, the orb itself slowly circles the outer rim of the screen. Use plasma balls to destroy the globes. Watch out: When you destroy one of the globes, it releases a missile at high speed. Carefully time your attack on the remaining objects so that you don't get in their way.

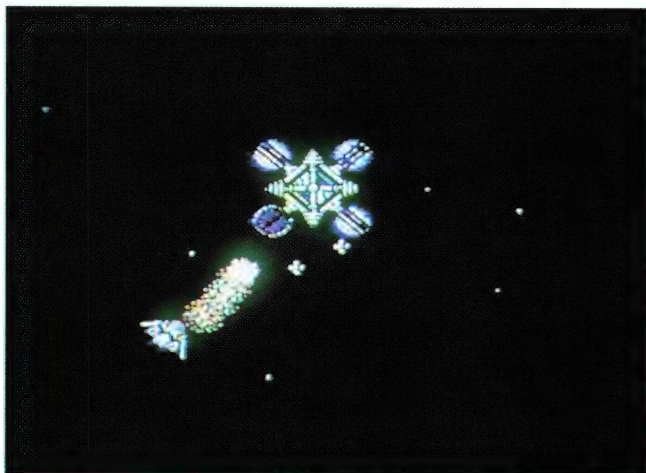
Uranus: This boss is similar to Neptune; it also sits in the center of the screen. On the surface of this base, you find four pods that should be destroyed, using your Neptune strategy. The only difference is that this boss fires homing missiles that lock on to your position and make a beeline for your ship. These missiles can be destroyed, so keep moving and keep firing. Watch where you are on the screen, because when a pod fires from the other side of the enemy station, your location dictates where it goes. After you've destroyed all but one pod, the boss fires



When a pod on the Neptune base opens, blast it with your Neo-Bomb-Blastic Cannons.



Pluto is an orb that releases 11 globes that you must destroy with your plasma weapon.



The four pods on Uranus open in a clockwise rotation. Blast a pod when it opens.

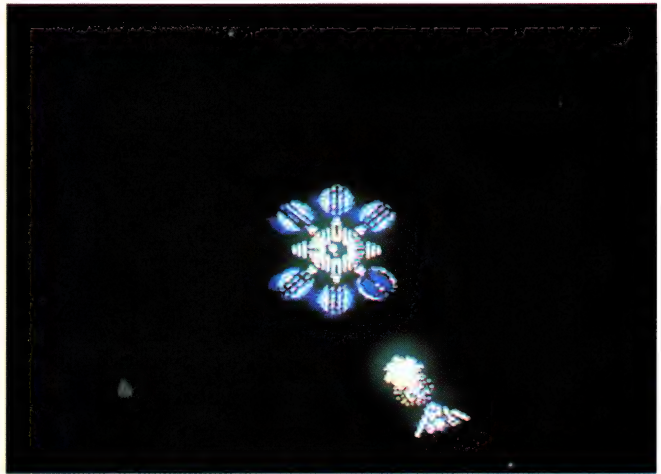
three times as many guided missiles as it did before. Get in front of the pod that is shooting, and fire as fast as you can to get through the missiles to the pod itself.

Saturn: The fourth boss you encounter is also a base situated in the middle of the screen. This station boasts six pods, and they fire a combination of the homing missiles and indestructible barriers. These walls reach to the edge of the screen, blocking your shots, and will destroy your ship if they collide with it. Draw off these barriers and concentrate your firepower first on the top row of pods and then on the bottom row. Follow the pods as they open up in a clockwise direction, and let 'em have it.

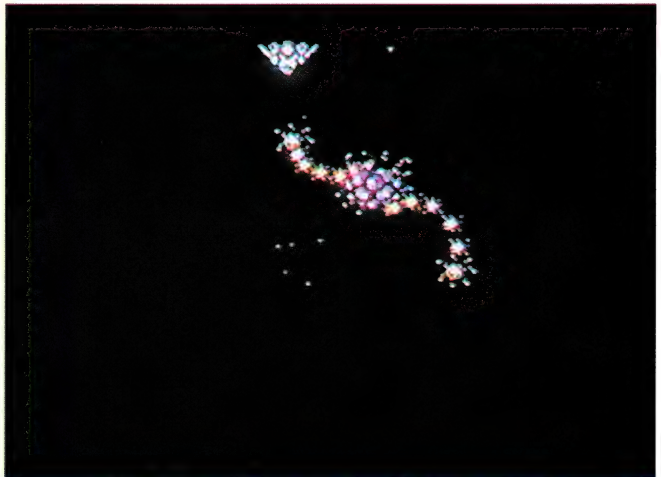
Jupiter: A large asteroid circles the outer rim of the screen, firing smaller meteors off the screen as it goes. Avoid the smaller meteors and fire at the large rock, staying in front of it to make sure the projectiles it fires don't get in your way. When the asteroid has been blasted four times, an alien organism is revealed and two long tentacles sprout out of the creature's sides. The alien uses these arms to reach out to the edge of the screen and destroy your ship. Once the alien has been exposed, use your plasma balls to wipe it out.

Mars: This boss is one of the most difficult because it has eight pods that fire three-shot spreads. The pods at the top, bottom, left, and right also release blue barriers that drift to the edge of the screen and quickly separate in different directions, destroying anything in their paths. Concentrate all your photon and plasma firepower on these pods before attacking the others.

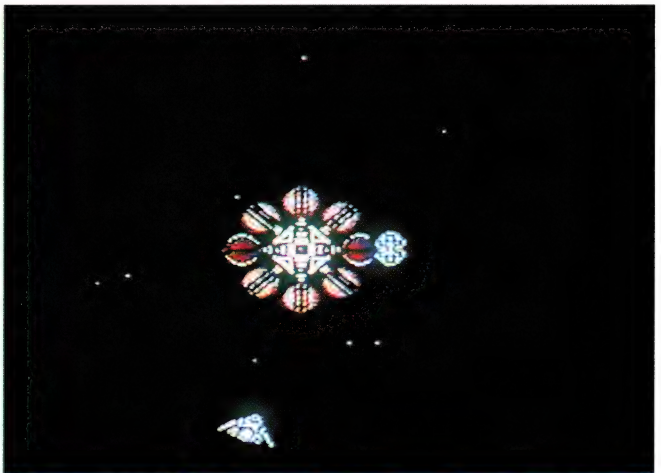
Earth: When you finally reach Earth, there's no welcoming committee, just three high-speed alien fighters flying in circles in the middle of the screen. Since the ships spin in different directions and are extremely close to the edge, they are very difficult targets to



Fire your Ultra-Lazonic Phaser Boosters at the alien base that guards Saturn.



To defeat the alien with long tentacles on Jupiter, dodge the arms and shoot the center.



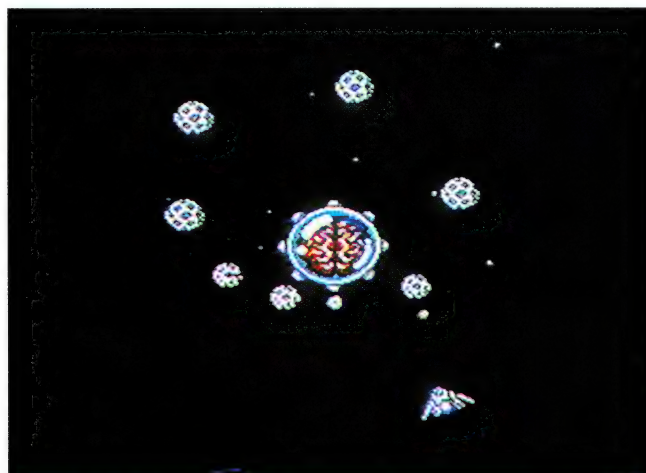
Use the Ultra-Lazonic Phaser Booster to destroy the alien boss on Mars.



The alien ships that guard Earth move at different speeds and in different directions.



Fire on the pods on Venus when they are open and vulnerable to attack.



Use plasma shots to destroy the meteors the Bubble Brain shoots at you from Mercury.

hit. The blue ship fires deadly plasma balls, the orange ship shoots dual missiles, and the purple ship releases homing bombs. Move frequently, and watch out for the last ship; it picks up incredible speed and becomes very difficult to destroy.

Venus: This base has eight pods that shoot three-shot spreads, destructible barriers, and indestructible barriers. Use the same techniques outlined for the Mars boss and avoid enemy fire. It's very crowded here, but you should be able to find enough room to make it through.

Mercury: The Bubble Brain Boss waits inside a special container that has pods attached to the same eight positions as the Venus and Mars bases. These pods hold meteors that fly out to the edge of the screen whenever you get near their positions on the outer rim. Circle clockwise to draw the pods off, and fire, fire, fire. (Plasma balls are useful here.) Once you have destroyed the pods, the bubble explodes and releases the Bubble Brain, which constantly fires lasers. Keep shooting and moving around the edge.

Sun: The final boss is definitely the most dangerous. Before you reach the Sun, you have to run a gauntlet of fireballs that come whizzing out of the void at dizzying speeds. Once you reach the large fireball, it begins shooting smaller fireballs in every direction. Avoid the fireballs and concentrate your attention on firing at the Sun. When the Sun has been hit many times, a giant eye reveals itself and begins unleashing smaller eyes. Sit at the bottom of the screen and shoot out the smaller eyes. They always come out in the same pattern. When enough damage has been sustained by the main boss, the eye becomes red and starts firing laser beams. Keep moving at the bottom of the screen, clearing out the small eyes and avoiding the lasers. Keep shooting until the solar system is free.

IRONSWORD: WIZARDS AND WARRIORS II

Acclaim

In this game you are Kuros, a brave knight on a quest to find all four pieces of the Ironsword. You must overcome many obstacles and unnatural beings, while collecting treasure, secret potions, and magic spells that help you triumph over your enemies. You must also become a talented and well-balanced leaping champion, because many areas demand precise jumps from ledge to ledge.

Ironsword: Wizards and Warriors II is a complex game, with hundreds of screens filled with excitement and surprise. The boss characters are challenging; there are many hidden rooms loaded with treasure of all kinds; and a very helpful password function enables you to begin your quest at almost any point in the game.

Beginning Strategies

The basic rule for success in this game is simple: Open every treasure chest you find. Some of them contain treasure, but others hold important spells, weapons, and armor. By opening every chest, you can be sure that

you have not missed the opportunity to obtain any necessary item. Defeating the boss characters depends on your having the most powerful swords, helmets, and shields.

If you are feeling lucky, you should try the Chance Game. It's easy to play; just guess which one of four cups a skull will land in after it bounces down a pyramid. Winning the game increases your holdings, but you must pay for the chance to play, and the odds are not in your favor.



Codes allow you to return to the adventure where you stopped playing.

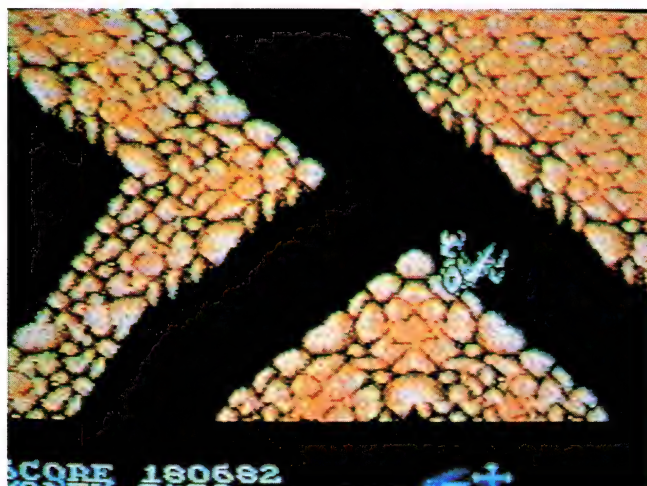
As you advance through the game, you encounter four special friends who guide you in the right direction. But these creatures will not let you pass until you have given each of them the gift he desires. Once you know what they want, this will be easy. Eagle King demands a golden egg; Frog King wants a golden fly; Dragon King will have a golden crown; and Bear King insists on a golden tankard of root beer.

Advanced Strategies

To restore the Ironsword, you must defeat the four Elementals. In the order in which you face them, these characters are the Wind, Water, Fire, and Earth Elementals. Have your weapons powered up before the battles, and rely on your diamond sword.

Look for hidden rooms that are placed throughout the game. The easiest way to uncover these bonus rooms is to slide down the sloping walls. As you drop down, you magically appear in a room filled with treasure, food, weapons, or other important power-ups.

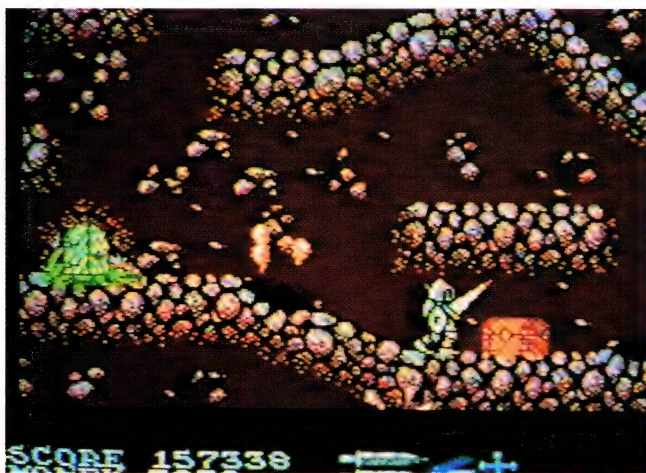
In the water round, there is a secret trick that holds the key to finishing this level. When you reach the wall impasse, you must levitate to float through the barrier. It is the only way to get to the other side.



Sliding down a slope is one way to uncover and enter different areas of the underground.



Entrances to the next level are often located in corners. Always explore these areas.



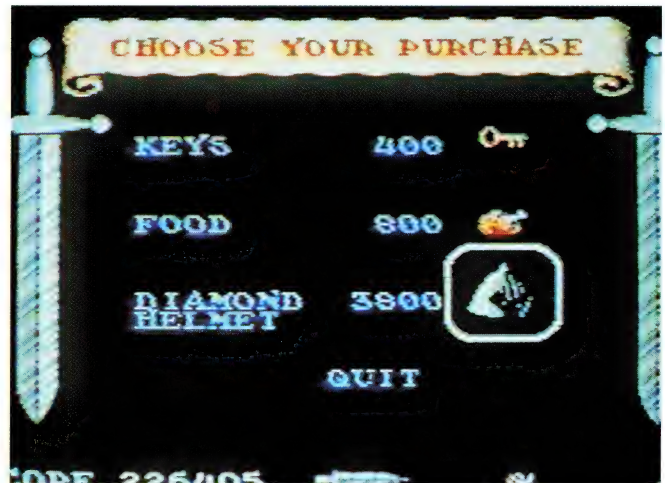
Open every treasure chest you find. Some contain valuable weapons or armor.



Always pick up every key that you see; you never know when you'll need it.

Before you can reach the end of the game, you must find the seven league boots, which allow you to jump much higher than you ever have before. Wearing these boots, will get you to the final level of the game.

When you get near the end, you encounter several spiraling whirlwinds who attack you relentlessly. Use one of the magic spells that you have collected and hack away at the bad guys as quickly as you can. If you're not wearing your diamond armor and fighting with the Ironsword, you won't stand a chance. But properly armed, you can dispatch the evil creatures, restoring peace to the kingdom and winning the game.



You need the diamond armor and weapons to defeat the toughest monsters.



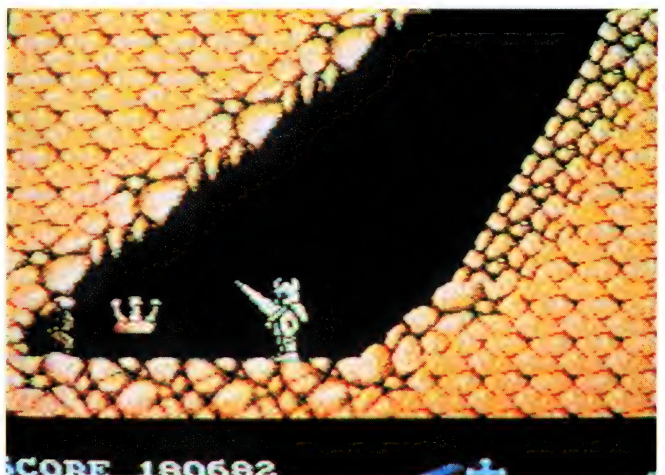
Frog, who is the guardian of the water round, needs a golden fly before he'll let you pass by.



You find the golden fly by riding the water spout down to its hiding place.



Dragon King asks you to bring him the golden crown before you can enter the fire round.



The golden crown is hidden at the lowest level of the Dragon King's land.



You can increase your magic by finding and collecting hidden magic bubbles.



The Earth Elemental spits boulders at you, but if you come in close you can dodge them.



Once you have brought Eagle the golden egg, he'll fly you to the cloud round.



Travel as far to the left as you can go to find this valuable treasure chest.



To defeat the Wind Elemental, hit him in the eye over and over again.



You need to learn to time your jumps so you can go from cloud to cloud.

IRON TANK

SNK

In *Iron Tank* you climb into a specially built supertank and set out to challenge a superior enemy force. Your mission is to clear the way for an allied invasion. You must fight behind enemy lines, and your objective is to rescue as many POWs as you can and to find and destroy the enemy's secret headquarters. This is no easy task because it is guarded by a superweapon that can hit targets miles away, including you. You also encounter and must overcome infantry, tanks, mobile cannons, planes, boats, and an enormous arsenal of weapons, all determined to do you in.

Beginning Strategies

Before you go into battle, you need to know how to operate your tank and how the power-up options affect game play. Certain weapons, which are accessible through a subscreen, are better used in certain areas than others. You need to reserve these weapons for the territories in which they will be most useful to your cause. Here's a complete list of power-ups and the best way to use them.

E (Energy) automatically increases the amount of energy that's available to your tank. You can return your tank's energy to full strength, and you can exceed the maximum power level by storing additional energy in a reserve container.

B (Explosive) capsules increase the size of the blast area of your missiles. This is useful for wiping out tanks or groups of enemy infantry. Explosive is your best offensive power-up.



You and your iron tank are on a mission to clear the way for an upcoming allied invasion.

L (Long Range) doubles or triples the distance your cannon can fire. This power-up is essential for breaking through the heavily fortified towns in the last part of the game. It also allows you to keep your distance from the enemy during attacks. Use this power-up everywhere and anytime, and pick up as many *Ls* as you can.

V (Rapid Firing) provides you with the ability to shoot continuously, so that you can blast your way through dangerous situations.

F (Armor Piercing) strengthens the power of your weaponry so that you can take on the big enemy tanks and heavy fortifications.

? (Super Weapon) is possibly the enemy's new bomb. But the exact number of bombs contained in this power-up is unknown. You can't use an explosive question mark with any other power-up, so save it for really difficult situations like confrontations with Think Tanks.

Transceiver allows you to communicate with your allies. You hear a special transmission tone when your friends are trying to make contact. Always go immediately to the transceiver subscreen when you hear the tone, because the information you receive will steer you in the right direction and is often a lifesaver.

In addition to learning about your tank and the power-ups, you should study the map that is displayed on a subscreen. Your position is highlighted on this screen, which lets you know exactly how far you must travel to reach your enemy's supreme headquarters.

Attempting to fight against impossible odds will just get you blown to smithereens, so avoid fights when you can and save your energy. When you are low on energy or surrounded by the enemy, run over the soldiers instead of shooting them. This tactic



Run over enemy soldiers, instead of shooting them, and you get a slight increase in power.



Your radar makes you aware of special areas before you come upon them.



In addition to enemies on the ground, you have to fight helicopters and bombers.

not only saves you the time and trouble of shooting each one, but it also adds a small amount of energy to your gauge.

Advanced Strategies

The most direct route to victory leads to the left, then crosses to the right, and then back to the left. This battle plan will keep you out of the hangar and airport areas where enemy bombers quickly eliminate you. It also avoids the marshlands, which severely limit your mobility.

In this game you can and should backtrack. If you just go forward blindly, you'll be ambushed—a danger that becomes greater as you progress toward the final battle. The most successful fighting technique is to locate an enemy tank, destroy it, and then creep up on the next tank and eliminate it. By isolating the enemy in this way, you won't be overrun by bad guys.

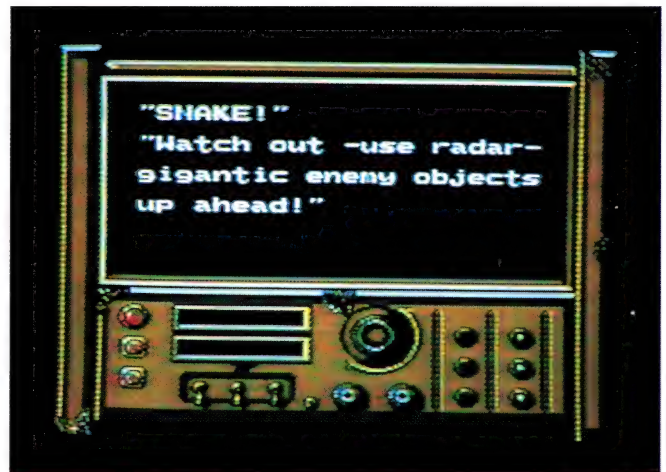
When you come to the end of the game, you have to take out the enemy headquarters. Before storming the compound and disarming the superweapon, you must destroy the two side turrets. Once you've done away with them, the main turret appears. Destroy it and the fortress crumbles, allowing you to enter. Inside you must eliminate each boss tank as it attacks and then battle the superweapon. Precise hits on the superweapon defeat it, and the game ends with a triumphant fanfare and an animation showing your allies landing on the beach and defeating the enemy.

Secret Strategies

During the code screen at the beginning of the game, enter the code 2110944, and you will find yourself just outside enemy headquarters.



The Long Range power-up is especially useful when you attack incoming planes.



Your transceiver lets you know when enemy soldiers are ahead.



When you go up against this giant, you had better have the ? power-up and nerves of steel.



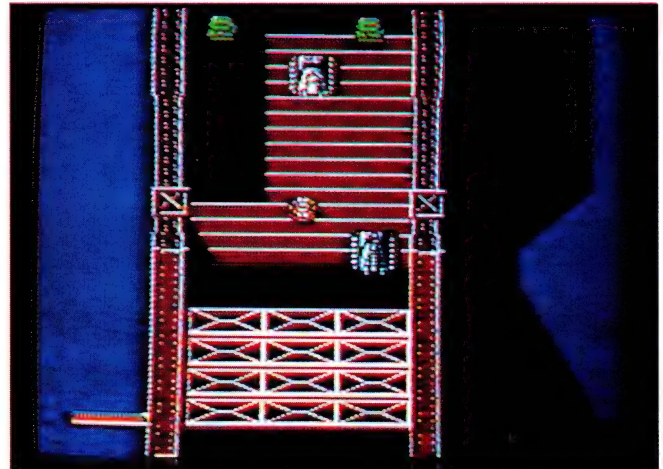
When this seven-digit code becomes available to you, it allows you to return to your position.



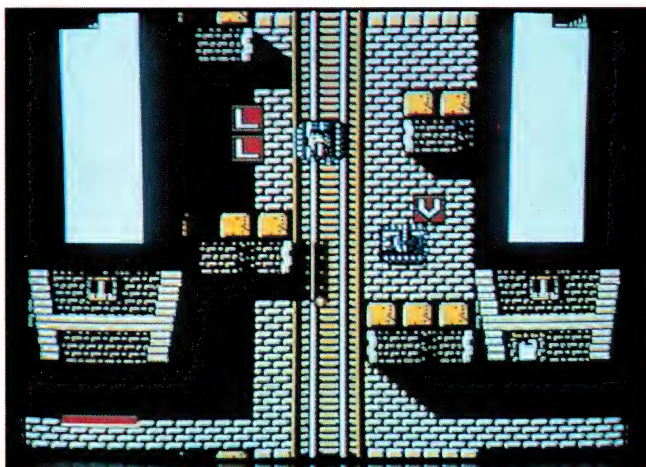
You access your different weapons through this subscreen. Refer to the map often.



In congested areas use your *V* or *B* power-up, but make sure you have room to maneuver.



You want to get as many power-ups as you can, but never place yourself in danger.



When you get near the enemy headquarters, you encounter dangerous boss tanks.



Destroy the two side turrets first, then the main turret, before you take out the superweapon.

MEGA MAN

II

Capcom

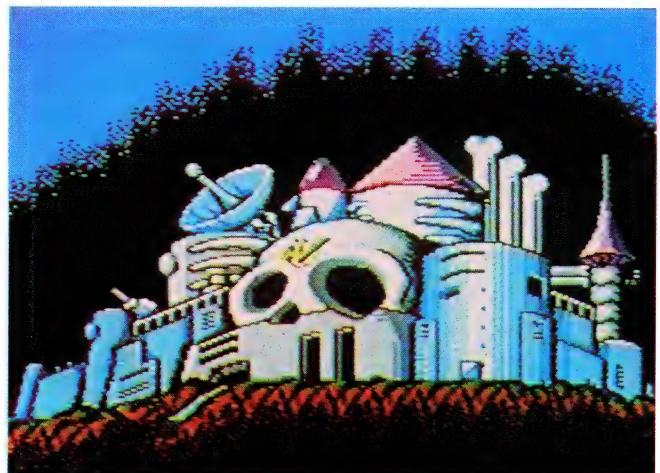
Poor Mega Man, just when he thought his troubles with the devious Dr. Wily were over, the mad doc is back again with a whole new cast of evil superbaddies: Bubbleman, Airman, Quickman, Heatman, Woodman, Metalman, Flashman, and Clashman. Each evildoer is armed and dangerous, but Mega Man has secret weapons. After he overcomes the dangers in each of his adversaries' worlds, he comes face to face with one of Dr. Wily's boss creations. If Mega Man can muster the strength to beat these difficult

characters, he gets that enemy's fighting abilities, making it possible for Mega Man to take on his nemesis.

After Mega Man defeats the eight supermachines and brings peace to their worlds, you must prepare for the final battle with Dr. Wily in his laboratory in Skull Castle. If you're strong enough and quick enough to capture the demented doctor, the universe will be safe from evil . . . but for how long?



At the beginning of the game, you get to choose which one of Dr. Wily's monsters you'll fight.



After many battles, you come at last to Skull Castle, the hideout of the evil Dr. Wily.

Beginning Strategies

Before you take on the enemy, master Mega Man's firing and jumping abilities. Learn how long to hold down the button to jump different heights. Also learn to jump and shoot at the same time. Both these techniques are used throughout the game.

Gather your power-up weapons and always keep them fully charged. Since each weapon has a different effect on the alien you're shooting, you have to fire first and then watch the result. If you don't like what you see, pause the action and select a different weapon that may be more useful. When in doubt, use Regular Shot and blast away as fast as you can.

Here's a run-down on the weapons available to Mega Man.

Bubble: This weapon is very helpful whenever an enemy is directly below Mega Man or further down the screen. When a bubble is fired, it drops to the ground and follows the contour of the surface until it exits the screen or hits something.

Air: This weapon throws three whirling tornados that zoom in the direction you're facing and slowly rise to the top of the screen.

Quick: This weapon is a good choice whenever you encounter an active enemy who jumps around. When you fire the Quick weapon, it flies out and returns like a boomerang.

Heat: This weapon enables Mega Man to throw powerful fireballs across the screen. You can increase the power of this weapon by holding down the Fire button for a few seconds before releasing a fireball.

Wood: This is a useless weapon and should rarely be used. All that happens when Mega



To take out Bubbleman's fish, jump up and shoot the glowing ball above his head.



Use the Quick weapon to dispatch Bubbleman's bad guy.



Use Metalman's saw blades to Bubbleman as he swims through his watery world.

Man fires Wood is that four leaves go across the screen.

Metal: This is the best weapon for fighting during the rounds because it covers a wide area. Metal fires in eight directions and inflicts a lot of damage on most of your opponents.

Flash: This weapon is very useful in areas where the action is hectic and when you need time to make careful movements. The only drawback to Flash is that once you elect to use it, it countdowns completely before ending.

Clash: This weapon fires in a straight line, sticks in the ground or the enemy, and explodes with great force.

You get power-up weapons after defeating each of the different bosses. The best weapons are Regular Shot, Quick, and Metal. The other power-ups are used in specific territories and don't have much use in other areas. Always take time to power-up all of your weapons so that they're ready when you need them.

Advanced Strategies

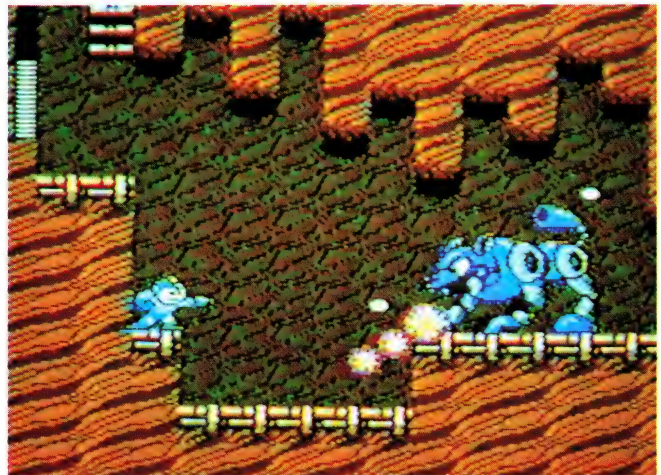
The most difficult areas of this game are inhabited by Dr. Wily's boss creatures. Here are the best attack strategies, as well as the best weapons, to destroy the bosses:

Bubbleman: The battle with Bubbleman takes place underwater. Bubbleman swims around the screen, throwing bubbles at your position. Move constantly to avoid his attacks, and use the Metal weapon to dispatch him quickly.

Airman: When you get in the chamber of Airman, Mega Man is pushed back by an incredible wind storm and dozens of little tornados that appear from the right side of the screen. The key to success is to learn the



Woodman's creatures are adept at hiding in the forest, but this one can't withstand the Metal.



Hotdog is one of many mechanical monsters that patrol Woodman's jungle.



When you face down Woodman, jump over the leaves he shoots and watch out for falling leaves.



If you're too late when you shoot the egg, many little birds attack you.



Air Tikis come after Mega Man when you venture into Airman's world.



Mega Man must time his jumps carefully to evade Airman's tornados.

tornados' pattern so you can jump them and have a clear shot at Airman on the opposite side of the screen. You should use Regular shot against Airman, but to be effective you must get up close to him. Unless you're very close, your shots won't have much effect on Airman's power.

Quickman: This boss throws three boomerangs that fly to the opposite side of the screen. When he throws them, they either zoom back into his hands or stick in the wall for an instant before returning. The easiest way to eliminate Quickman is to freeze the screen; then get close to him and fire as fast as you can with Regular Shot.

Heatman: The only way to defeat this archvillain is to cool him out with the weapon you captured from Bubbleman. Just get above Heatman and drop a bubble.

Woodman: This boss stands at the right side of the screen, throwing clusters of leaves while other leaves fall from the top of the screen. To defeat Woodman you must jump the leaves he shoots and at the same time, avoid the falling leaves. Fire on Woodman with the Air weapon. If you are too early or too late with your shots, he blocks them with leaf clusters.

Metalman: This boss jumps back and forth over your head, stopping momentarily to the left and right of Mega Man, who should be in the center of the screen. Metalman throws saw blades at Mega Man. Use the Quick weapon and shoot so that your missiles hit Metalman as he comes back down to the ground to your left or right. When you fight the boss characters again at the end of the game in Dr. Wily's lair, use the Metal weapon against Metalman. It's more effective, and you'll have it the second time you face him.

Flashman: This boss occasionally freezes the screen action, including Mega Man, before he shoots. You must learn to jump

just as he is about to freeze the screen so that you're not caught in his line of fire. Use the Metal weapon to eliminate Flashman, firing just after he has frozen the screen and you have landed back on the ground.

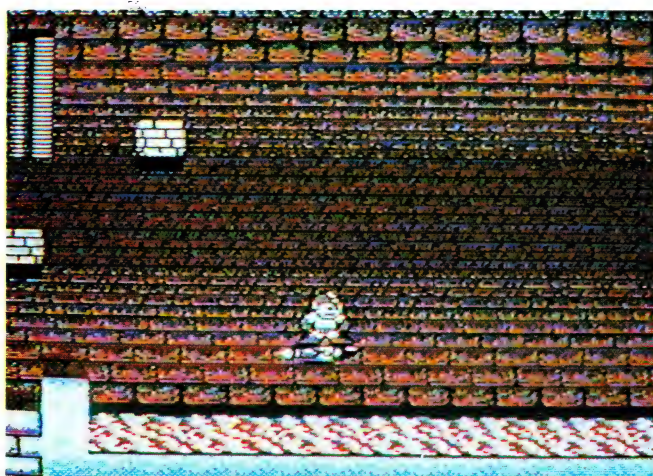
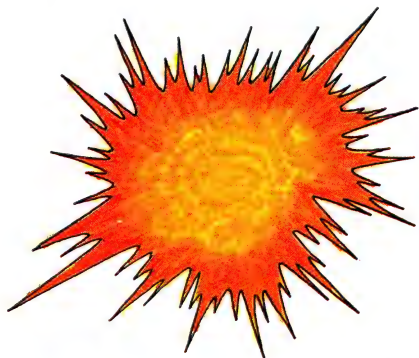
Clashman: This boss hops back and forth overhead, tossing bombs down at Mega Man. Avoid Clashman's missiles, and use the Air weapon to eliminate his threat.



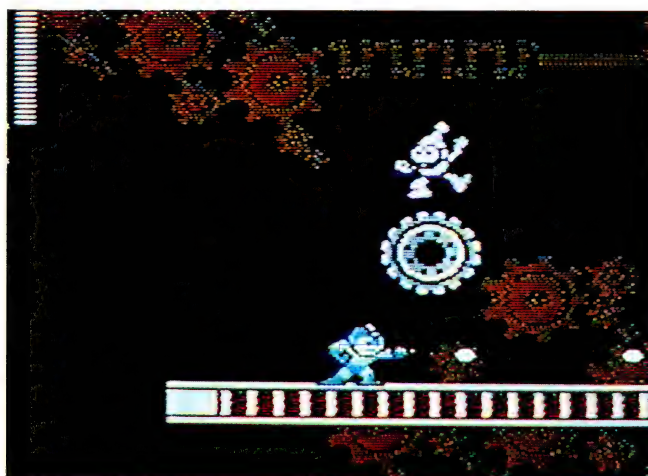
Collect all the energy capsules you come across in Flashman's world.

Secret Strategy

Here's a tip that lets you change the background on some of the Mega Man II screens: During the round selection mode, hold down the "A" and "B" buttons while you press the pad in the direction of the boss character you want to go after and hit Start. When the boss appears on screen and does his little dance, he'll be standing in a screen full of little chicks instead of the usual star background.



Use the special platform to speed to hard-to-reach places in Heatman's world.



To get to Metalman you have to learn to ride the conveyor and avoid the Metal Munchers.



Metalman throws saw blades, but skillful use of the Quick weapon will defeat him.



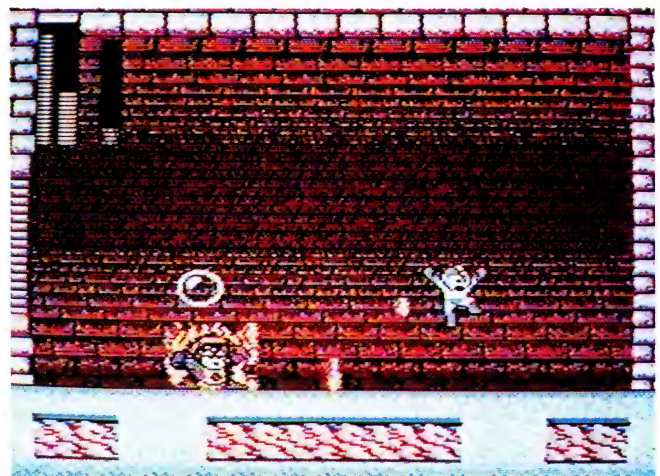
Ride the number-one platforms through Iceman's world on your way to challenge the villain.



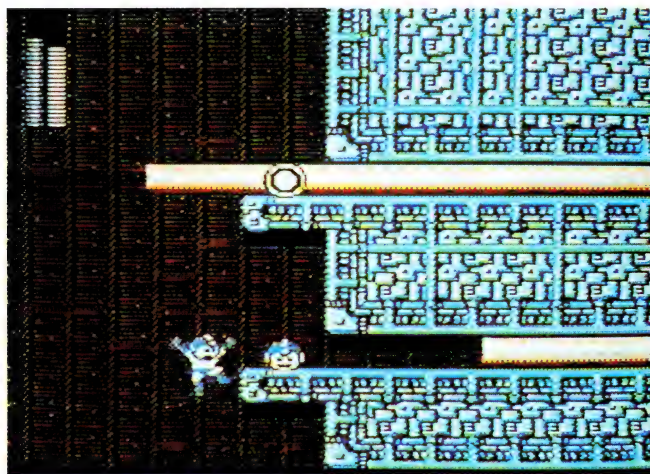
When you challenge Flashman, fire your Metal weapon just after he has frozen the screen.



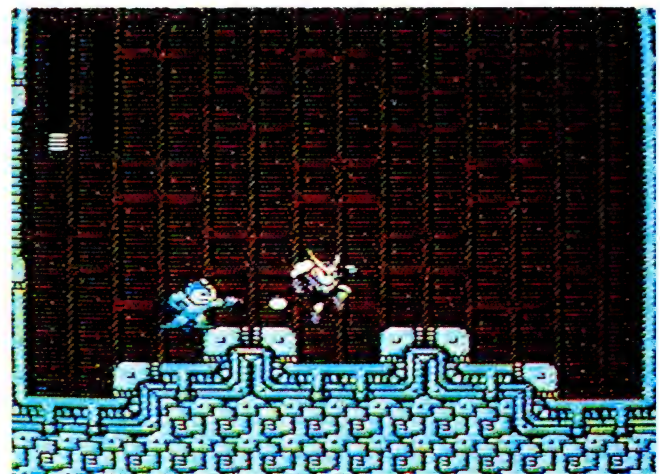
In Heatman's kingdom, Metalman's saw blades help you eliminate the robot enemy.



Use your Bubble weapon to cool out Heatman when you encounter him in his lair.



Grab this evil agent of Quickman before he zaps you with a laser beam.



Freeze the screen; then gun down Quickman with your Regular Shot.

NINJA GAIDEN

Tecmo

Ninja Gaiden is an epic tale of trust and betrayal. You are Ryu, a young ninja who has been summoned from your hidden training camp isolated deep in the mountains of Japan. Taking along only your ninja weapons and skills, you set out to find the person who has hinted that your father may still be alive.

Ninja Gaiden is an interactive game spread across 20 levels of play. Most of the action involves running, jumping, hitting, and slashing, but cinema displays that are laced

in between each of the action sequences explain the story line and draw you into the world of *Ninja Gaiden*.

The action screens are straightforward and intense, with plenty of adversaries. You must master the basic fighting and jumping techniques, as well as learn how to defeat the boss that waits in the final area of each level. Once you've accomplished all this, you'll be able to unlock the secret of your father's mysterious disappearance and defeat



The Fire Wheel uses a lot of Ryu's power, but there's a Blue Bonus just above you.



Go after Barbarian in Jay's Bar with a Throwing Star, but Fire Wheel is your best defense.

the hideous demon who holds him hostage.

Beginning Strategies

The basic game play in *Ninja Gaiden* requires good jumping and timing skills more than anything else. Learn to negotiate the obstacles that stand in Ryu's way by using your Wall-Springs to latch onto walls and buildings, and you'll be able to get out of most tight situations. Since you usually have to use the Wall-Springs while you're fending off the steady stream of grunts that appear on the screen, you must master this technique early in the game.

You should also learn to find the power-ups that are hidden inside streetlights and torches. Always hit the lamps with your sword; some of them hold weapons, but others have special enhancements that increase your health and spiritual strength. In later rounds of play, your health and spiritual strength determine how long you stay alive as well as the length of time you can use power-ups.

The power-up weapons not only enhance your fighting ability, they also increase the area in which you can attack. To activate these weapons, press Up on the pad and then press the "A" button.



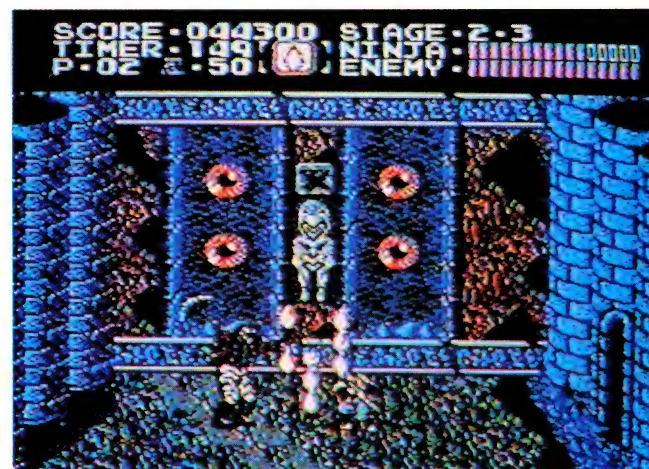
Crossing Death Valley, Ryu relies on the Art of the Fire Wheel to protect him.



You can get a Ninja Windmill Throwing Star at this place in the Outpost.



A Red Boost gives Ryu ten power points that he can spend on options.



To defeat Bomberhead in two blows, use a jump and slash technique.

Sword: Ryu's main weapon is his sword. You begin the game with this weapon, which has unlimited use but a short range.

Time Freeze: This power-up brings your enemies to a standstill for five seconds, making them easy targets or allowing you to take a short break from the action.

Ninja Windmill Throwing Star: This power-up is a deadly boomerang. You throw it toward the edge of the screen, and it flies back quickly, eliminating anything in its path.

Fire Wheel: Ryu can use this power-up to surround himself with an indestructible barrier that prevents enemy creatures from attacking him. This weapon is limited and eventually runs out, but while it's in force it protects Ryu so completely that you can walk right through bad guys without being harmed.

The Art of the Fire Wheel: This weapon is similar to the Fire Wheel, but it also allows you to throw a fireball across the screen at your attackers. The Art of the Fire Wheel is your most useful power-up weapon.

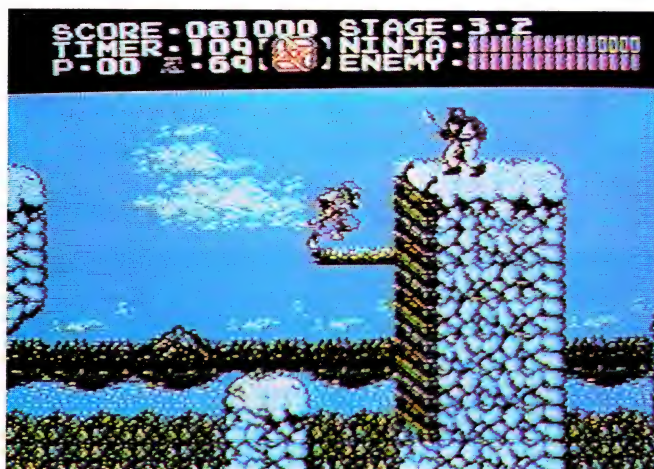
Advanced Strategies

The boss characters at the end of each round are the most dangerous enemies Ryu encounters. They have complex attack patterns and can only be destroyed by multiple hits. Worst of all, the bosses often attack in pairs.

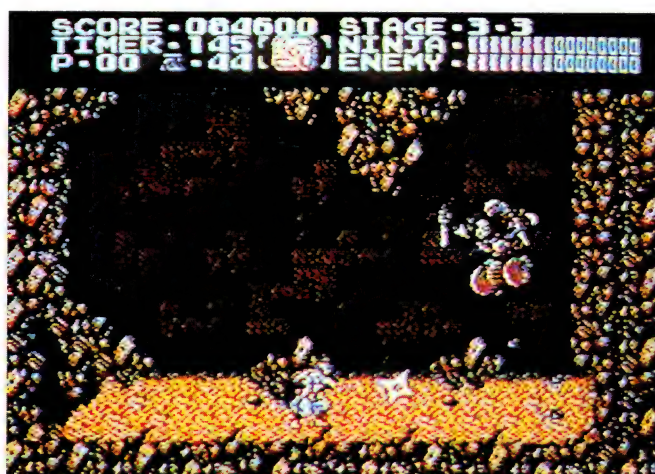
Barbarian: You encounter this giant boss in a deserted tavern. As he approaches you in the center of the screen, quickly stab him and then retreat to the wall. Jump up and latch onto the wall high enough so that you're out of the Barbarian's reach. After he runs into the wall, he turns and walks in the opposite direction and away from your position. This is your opportunity to break loose and attack him from behind.



In this area of Act 3, hidden items are inside the white-headed Eagles. Collect them all.



Ninja soldiers attempt to block you as you make your way along the arduous course.



In Yomi's Cave use your Ninja Throwing Star to attack Basaquer.



The Fire Wheel allows you to travel quickly because no enemy can withstand the heat.



Fighting his way through the Bazlisk Minefield, Ryu uses the Art of the Fire Wheel.



Use your Throwing Star to defeat the Kelbeross. Don't go after them; wait for them to come at you.

Bomberhead: You meet up with this large enemy underground. He's armed with a ball and chain. To defeat this boss, get in close and slash away. The boss moves toward you slowly. If he gets too close, run, and jump high on the wall; then immediately move over his position and attack from the opposite side.

Basaquer: In this screen you are attacked by the most ruthless bad guy yet. Stand in the middle of the screen and jump over the boss's shots; then hurl the Fire Wheel as he jumps from one side of the screen to other.

Kelbeross: Watch out: Two attacker toads bound onto the screen and try to get their teeth into Ryu. You must have the Ninja Throwing Star for this stage. Stay in the middle of the screen, just under the altars, because when the boss characters jump on top of them, they cannot get at Ryu. Concentrate on destroying one creature; then turn your full strength on the other.

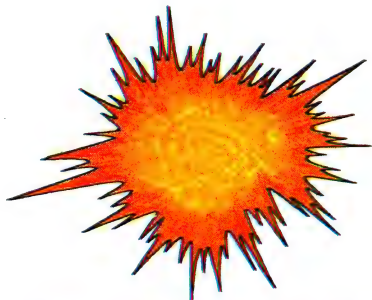
Bloody Malth: This boss is easy to destroy. Armed with your sword, get in close and slash as fast as you can. Be sure to leave a little distance between Ryu and this enemy because his touch can be deadly.

Act 6 Boss: Stand on the ledge to the left of the statue's red nose, and avoid the creature's shots. Be sure you have the Fire Wheel, which you'll also need for the two final battles.

Jaquio: The dark lord who put your father under an evil spell now stands before you. If you have at least 96 points of spiritual strength, begin attacking Jacquio by going from left to right. Avoid the bombs he fires and throw your fireballs at the corner opposite Jacquio. He will run right into your shots.

Demon Statue: After you've defeated Jacquio, the demon statue in the background comes

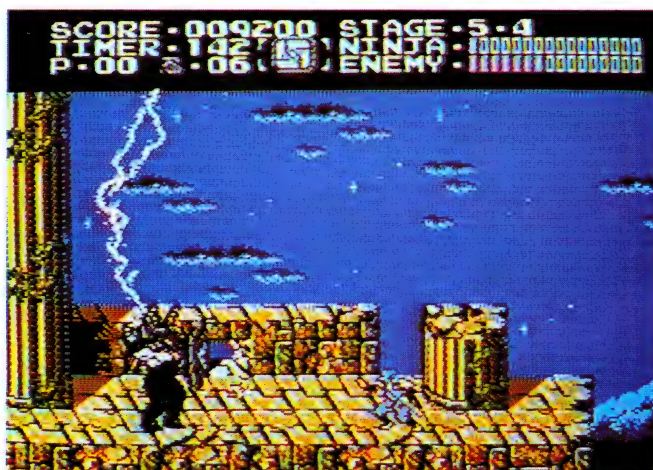
to life. Stand to the left and avoid the beams the statue fires. Pound the creature with the Art of the Fire Wheel. After a few hits, the beast's head comes off its body and rolls over Ryu. Don't worry: It won't take that much energy from your reserves. Keep firing and soon you will join those who have helped you on your quest.



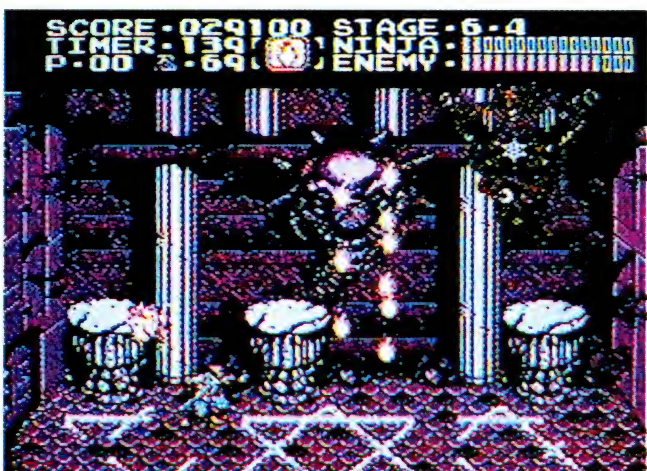
After crossing the Death Bridge, Ryu enters the inner shrine, the game's most difficult area.



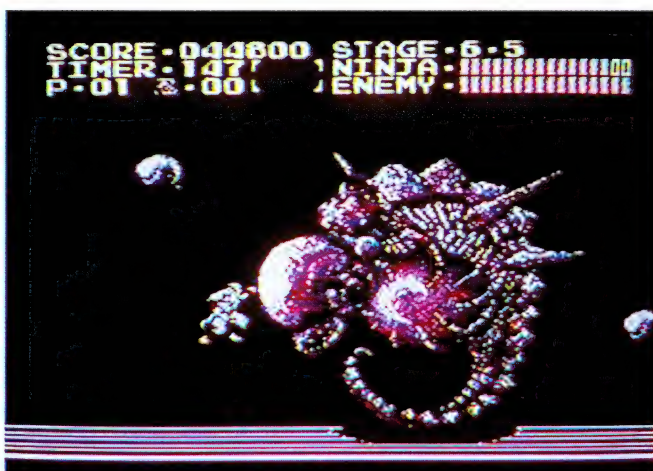
Destroy the enemy with the Art of the Fire Wheel before you attempt to make the jump.



Malth challenges you with lightning, but if you stay low and attack, you'll wear him down.



Use the Art of the Fire Wheel to attack Jaquio.



Begin attacking Jaquio from the left. The Art of the Fire Wheel is the appropriate weapon to use.

Q*BERT

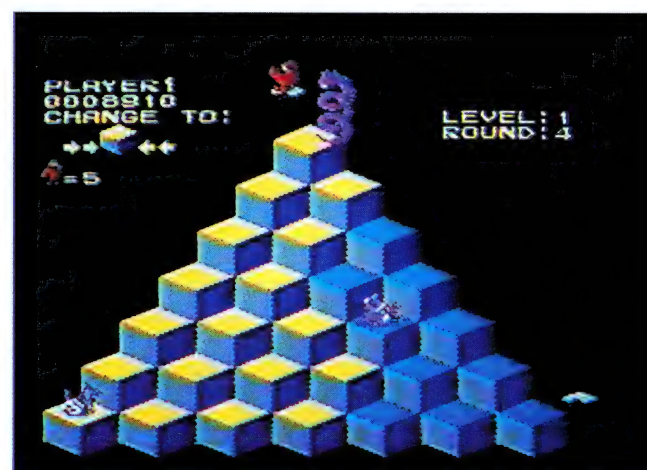
Ultra

Q*bert, the loveable two-legged nose that lives in a pyramid, has hopped straight for the arcades into the Nintendo Entertainment System. In *Q*bert* your goal is to change the surface color of 28 cubes. You automatically change the color of each block by hopping onto its surface. In the early rounds you only need to hit the top of each square once. Later in the game you're required to jump at least twice on each block, and you must always be very careful not to change the surface to the wrong color.

To make matters more difficult, the Tazmaniac Kings of Chaos have sent a wild cast of rascally characters to stir things up. The bad guys include Coily, Ugg, Wrong-Way, Slick, Sam, and the dread Whammy Balls. Some of these guys go after Q*bert, and others are intent on messing up your pattern. There are even some helpful objects in the game that give Q*bert the upper hand against your adversaries. You need all the help you can get, with nine levels of play and 36 different patterns to complete.



In Round 1 of Level 1 you get your first look at Coily, who's curled in a purple ball.



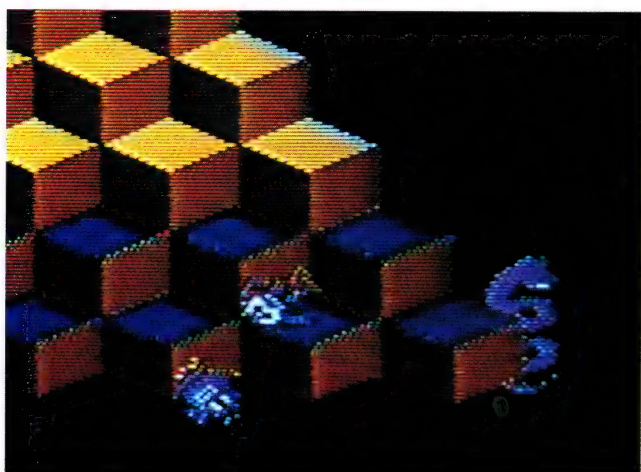
Use the spinning Discs to knock Coily and friends off the pyramid.

Beginning Strategies

The first thing to learn about *Q*bert* is how to handle the controller. The Nintendo Entertainment System doesn't have a four-way diagonal joystick, so it's difficult to control Q*bert unless you know this secret: At the start of play, the game offers two different options for the way in which the buttons and pad move Q*bert. Choose the first one and then pivot the controller 45 degrees so that Up is in the upper-right-hand corner. This will give you just about the same feel as an arcade joystick.

The next thing you need to learn is the way the characters move and how they affect your goal:

Coily: He starts as a purple ball that bounces down a cube, just like a Whammy Ball. But instead of falling off the bottom, Coily reappears after sitting still on the bottom row of cubes and hops from block to block in pursuit of Q*bert. Coily can be outrun, but he chases you until you're hit or you're able to lure him off the side of the pyramid. To do this go to one of the cubes on the outside edge of the pyramid that has a floating Disc nearby. When Coily is on the cube above or below Q*bert, jump onto the Disc. You speed to the top of the screen, but Coily jumps into oblivion.



Coily is very aggressive and usually stays just one or two jumps behind Q*bert.

Ugg and Wrong-Way: This nasty pair of uglies also go after Q*bert. But instead of jumping onto the tops of the cubes, these characters travel on the sides of the blocks. If Q*bert gets in their way, you lose a life.



Ugg starts at the bottom of the screen and works his way upward.

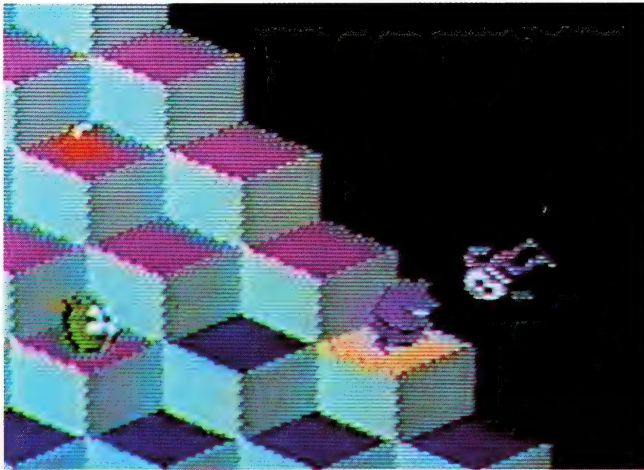
Slick and Sam: Q*bert can snatch up these two green guys for bonus points, but if you don't grab them, they march down the pyramid, jumping from block to block and changing the color of the cubes to disrupt your pattern.



Slick enjoys messing up your patterns just as much as his brother Sam does.

Whammy Balls: These obstacles fall from the pyramid and slowly work their way down each block and off the bottom of the screen. They enter on the pyramid's second level, so

watch out when you're at the top of the screen.



The Whammy Ball is deadly to touch, but the Green Ball helps you and adds to your score.

Green Balls: These balls are like other items that bounce down the pyramid, only slightly smaller. When you get a Green Ball, everything on the screen freezes and you can guide Q*bert right through the bad guys. A Green Ball is helpful when Slick or Sam has messed up your pattern and you need to repair the damage he's done.



Q*bert jumps onto a Green Ball that freezes the other characters and lets him go where he will.

Q*bert is essentially a maze with set boundaries and goals. You can develop patterns that will help you through the early boards. Move Q*bert down the left row of cubes; then work your way across the



After you change all the squares to green, you've completed Round 1 of Level 2.



Guiding Q*bert around the pyramid is tougher when these two foes come out to play.



Catch a Green Ball and freeze your enemies for a few seconds.

bottom of the screen, jumping on a Disc whenever Coily gets near. Next, switch your attention to the top of the screen where the Disc takes you. In later rounds, when you need to hit each block several times, follow the same routine. Clear an area, slowly working your way across the bottom; then move to the top with the aid of a Disc.

Advanced Strategy

Beginning at Level 3, when you jump on a cube that has already been changed to the target color, you change its color again. If you get stuck and aren't able to jump on the blocks in a way that will change them all to the target color, hop on a floating Disc. This takes you back to the top of the screen where you change the color of the top cube when you fall on it. You can also wait at the top of the screen on the first level of the pyramid for Slick or Sam to appear on one of the blocks below you. Jump on the pesky cube hopper; then quickly jump back to the top block.

The best strategy is to clear the lower part of each pyramid and then concentrate on the top of the structure, clearing out the Slicks and Sams as they drop and grabbing up the Green Balls. Your main enemies in the higher rounds are Slick and Sam, because of the damage they can do to the work you've already done.

Secret Strategies

Whenever you're cornered, you can still sneak away to safer ground. The trick requires good timing, and it's easier to perform when you're escaping Uggs and Wrong-Ways than it is when Coily or a Whammy Ball blocks your way. When the opponent is about to squash Q*bert, begin to leap or bounce, and push Q*bert in the direction that the character is coming from. If you time it just right, you'll pass right through the bad guy and not lose a life.



Be careful not to jump off the pyramid; it's instant death.



To change all the squares to white, you may have to jump on some of them more than once.



Level 4 is a challenge, but each round of Level 4 has up to six Discs.



Q*bert comes in for a landing on the top of the pyramid.



Running into a Whammy Ball is a quick way to end your game.



Sam changes the colors of the squares when he jumps on them.



Q*bert must wait for Coily to come closer before he jumps, or Coily won't fall for his trick.



In the advanced levels of the game, you have to jump on the same squares more than once.



Q*bert rides a Disc to safety at the top of the pyramid.

SKY SHARK

Taito

Sky Shark is a high-flying shoot-'em-up. Your plane is a specially modified World War II prop plane, and as you fly search-and-destroy missions over enemy territory, you encounter an enormous variety of enemy weapons. In addition to rival planes that are looking to shoot you down, you have to contend with tanks, bombers, artillery, battleships, and many other war machines. Bonus incentives and power-up enhancements keep the action of this game hot, and the farther you go into the scrolling

enemy landscape, the more enemies you encounter and the more bullets you have to dodge.

Beginning Strategies

Try to keep your plane positioned in the center of the screen when you are not being attacked. If you get too near the edges of the screen or too close to the top, an enemy plane may zoom out of nowhere and smash right into you.



Use bombs to clear out heavy concentrations of enemy hardware.

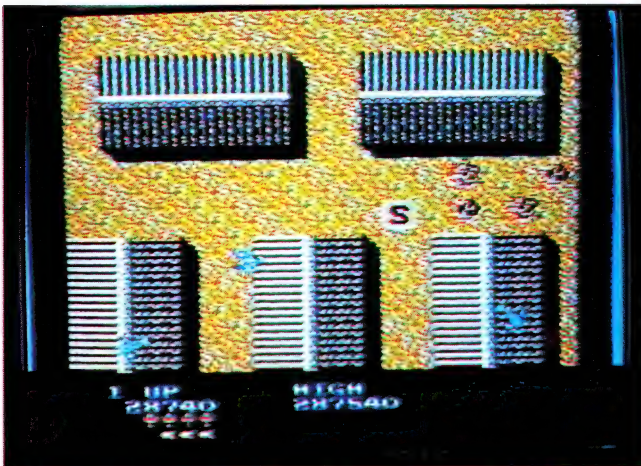


Staying low and in the center protects you from planes that dive in from the sides of the screen.

When the screen is filled with enemy hardware, you can usually get away with spraying the entire screen with gunfire. Most enemy planes fly in somewhat random courses, but tanks and gunships follow predetermined paths. Once you learn their patterns, you can have your guns positioned and waiting to blast them before they even enter the screen.

Power-ups are an essential part of this game. The *S* weapon power-up lets you down the big planes quickly and eliminate gun turrets on ships and enemy compounds. When you collect several *S* power-ups in succession, your guns become very powerful and enable you to destroy just about anything that comes along with only a couple of shots. (Big bombers are an exception.) You lose this power-up when you're hit.

Bombs are a last-ditch weapon that can be used in two different ways. You can use a bomb to wipe out all the turrets on a battleship or to destroy a large tank or bomber. This is especially effective if you are close to the target when you launch the bomb. You can also use a bomb when the screen is filled with enemy gunfire. Whenever you release a bomb, all the bullets on the screen are eliminated, giving you time to move into a better position for your next major attack on the enemy.



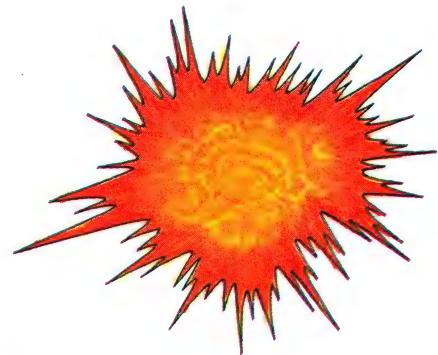
Power-ups appear after you destroy enemies. You also find them when you shoot at buildings.

Advanced Strategies

Always go head-to-head with an enemy bomber when it appears from the top of the screen. Don't hesitate or the plane will shoot you down. Have confidence in yourself, and fire, fire, fire. The only time you must abandon this aggressive attack plan is when you have only single shots and no power-ups.

Collect as many bombs as you can and use them only when absolutely necessary. If you make it through a round with a stockpile of bombs, you are rewarded with a 3,000-point bonus for each bomb.

You can eliminate the threat of attack from tanks and patrol boats by hitting them once. Ground-based enemy vehicles take two hits, but the first hit destroys the gun turret that fires deadly bullets.



These heavily defended pillboxes are one of the many tough targets you must destroy.



It takes multiple hits or a well-placed bomb to destroy this megatank.



After a successful flight, your plane lands and you collect your bonus points.



Some airplanes, such as these giants, fly predetermined routes that you can memorize.



Bypassing the small patrol boats takes their guns out of commission.



After several rounds the dock becomes loaded with armored vehicles.



After you defeat the most powerful bomber, the game repeats itself from the beginning.

STEALTH ATF

Activision

Stealth ATF is a true combat flight simulator. The game's three main screens are takeoff, combat flying, and landing. You must negotiate the unfriendly skies in eight hot spots around the world, including the Middle East and the Persian Gulf. You have at your disposal an almost unlimited quantity of gunfire, a limited supply of heat-seeking missiles, and one of the fastest and most maneuverable fighters ever made. You can climb, roll, loop, or do anything a real fighter jet can do.



The takeoff for Mission 1 should present no problems for the experienced pilot.

To bring peace to each embattled area, you must eliminate from ten to 30 enemy aircraft. You can use your exposed mode, or fly your plane in its stealth mode, which enemy planes can't detect. The opposing forces have plenty of firepower, and you must always remember that you're over their territory. Blow the allotted number of enemy planes out of the sky, and you return to your base of operations where a successful landing means advancing to a higher level of play.

Beginning Strategies

First master takeoff and landing techniques. Both maneuvers involve side views of the plane, and require a variety of adjustments.

To take off, move the throttle all the way forward. When you get about halfway down the strip, push Down on the pad to become airborne; then push the "B" button to retract your landing gear.

To land, you first hit the "B" button to lower your landing gear and then angle your plane

back slightly and decelerate. Try not to move the plane up or down; it eventually comes down on its own.

When you're in the air, don't bother to use the stealth mode; it can be an annoying obstacle to your real mission. The easiest way to play *Stealth ATF* is to let the bad guys come to you. If you stay on a straight course, enemy planes loop around on your radar so you can expect to see any plane that passes you again in the future. Watch your long-range radar, and move slightly to the left or right so that when you get a visual sighting on the bogey, he'll be straight in front of you. Let your plane lock on the enemy and shoot

a missile. Keep doing this until all of the planes have been destroyed.

Advanced Strategies

If you want to move quickly through a round, go after the enemy planes. Watch your long-range radar, and you'll notice that most enemy jets that get past you keep on going until they reappear in front of you. Use this to your advantage by looping (so that you're flying upside down) and rolling the plane back into a level position. You're now chasing the enemy fighter, and it's easy to lock on to the enemy and blast it with your guns and missiles.



Mission 1 takeoff: Move the throttle forward and push Down on the pad to become airborne.



During Mission 1 it's often to your advantage to fly upside down.



You've destroyed one plane, but don't slack off now; there are still more bogeys to come.



Move into position to destroy the bogey with a direct hit.

Taking off is never challenging, but there's a way to make the landing sequence incredibly easy. As your jet fighter starts to descend, press the "B" button four times to brake the aircraft. Don't touch anything or push anything else. The Stealth ATF slowly moves down the screen and makes a perfect three point landing.

Secret Strategy

You can rapidly increase your score in *Stealth ATF*. As you track approaching enemy fighters on your long-range radar, you often can bunch them up so that two fighters overlap in the same position in the sky. As the jets approach and come in range of your missiles, wait until you get the lock-on tone and fire away. If the jets are properly positioned, the missile will reach its target and explode, destroying the planes and awarding 10,000 points instead of the usual 1,000.



At the end of each mission, you receive a message that tells you your status.



When you encounter a group of planes, get two overlapping in your sight and blast them.



Looping your aircraft will bring you into position to fire.



After you take off for Mission 2, your landing gear will retract automatically.



Track the exact location of enemy aircraft on your radar.



After locking on to your enemy, fire your missile for the kill.



After a direct hit, another bogey is scored on your control display.



Mission 4 challenges your flying skills during takeoff with high mountains.



By bringing down multiple bogeys you can earn bonus points.

SUPER MARIO BROS. 2

Nintendo

Super Mario Bros. 2 continues the adventure Mario and Luigi began in *Super Mario Bros.* This time you can play the game as one of the plumbers or as Princess Toadstool or Toad. The game is set in the magical dreamworld Sub-con, which has fallen under the spell of an evil creature known as Wart.

You choose which character you want to play, and each of the heroes has different powers. Some situations are best handled by Mario, while Luigi, Toad, or Princess is better

suited for others. But together the four set out to destroy Wart's evil rule.

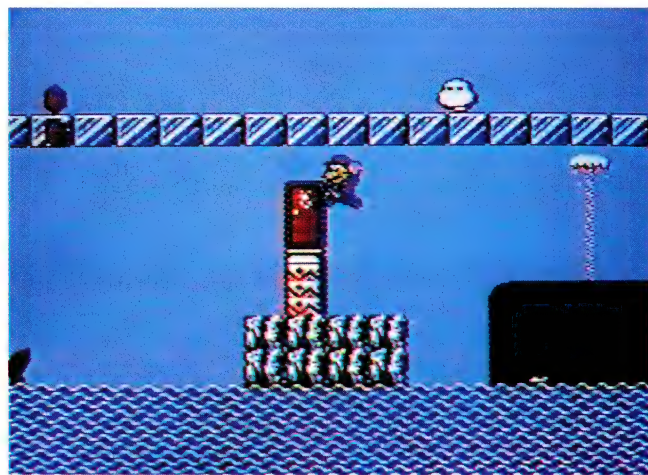
Beginning Strategies

The first thing you need to know is how to use the strengths of each of the heroes. You can only complete some rounds if you choose the right character.

Mario has average jumping power and is a good all-around character to work with.



Each character is the best choice for certain areas of this game.



Mario is good at jumping and carrying, and makes his way easily through most worlds.

Luigi can jump the highest, but his jumping speed is always slow, and it slows down further when he is carrying anything.

Toad is the worst jumper, but he is unaffected by anything he is carrying no matter how heavy it is.

Princess Toadstool is not the best jumper and she loses power if she carries anything, but she can hover in midair for several seconds when you hold down the “A” button.

In addition to the usual challenges of Sub-con, there is also Sub-space, which you can only enter when you find a red magic potion. Throw the potion and a door appears. Enter it quickly and go to a reverse world where you can pull up grass and it will turn into coins. You may also find a mushroom that adds one mark to your life meter. But you have to move fast while you’re in Sub-space because you get to stay there for only a few seconds.

When you defeat the boss character at the end of each area, you get to use the coins you’ve collected to play the Bonus Chance game, which works like a slot machine. If you get three of a kind or cherries, you add another life to your supply. Two cherries add two more lives; three cherries add five more lives.



Luigi can jump the highest, so he has no trouble getting over the tall cacti in World 2-2.



Little Toad can carry anything without it slowing him down—a handy talent in some worlds.



You can jump on creatures and let them carry you across otherwise impassable areas.



Landing on a mushroom adds a mark to Luigi's life meter.

Advanced Strategies

Whenever you enter one of the Phanto chambers, quickly take the key and escape. Phanto will follow you until he gets you or until you reach a locked door. If his attack gets too hot, you can get rid of him by throwing down the key. He won't pursue you if you don't have the key.

When you find a magic potion, don't throw it down immediately. Carry it to a place where there are a lot of vegetables. When you throw the potion and enter Sub-space, all the vegetables become coins.

Overcoming the boss characters isn't difficult. You either use their own weapons against them or smash them with mushroom blocks. Three to five direct hits will do it. Ostro spits eggs at you, so to defeat him, you just have to jump on his eggs and aim three of them back at him. Mouser throws bombs instead of eggs, but if you catch a bomb while it's in the air you can toss it back at him. Picking up bombs from the ground is risky; you may not have enough time to throw them back before they explode.

Tryclyde spits fireballs and is very aggressive. To defeat him, you have to pile up mushroom blocks so that you can get up high enough to hit him from a safe distance. Then throw blocks at Tryclyde when you're in the middle of a jump, and quickly get back down to your blocks to avoid Tryclyde's deadly bullets.

Secret Strategy

You can warp to World 4 from the third level of World 1. Locate a magic potion and carry it to the end of the round. Just beyond the doorway that leads to the second part of the level, there is a jar standing by itself. Get next to the jar and throw down the potion. Go through the door into Sub-space, immediately jump back on the reversed jar, and pull down.



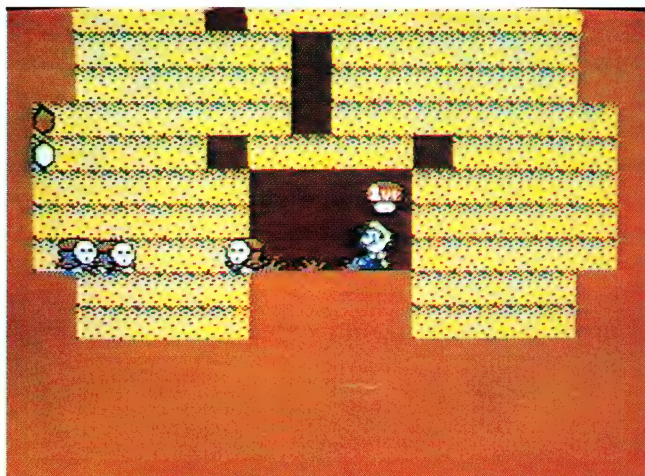
When Toad takes on Ostro, he waits for the boss character to spit an egg at him.



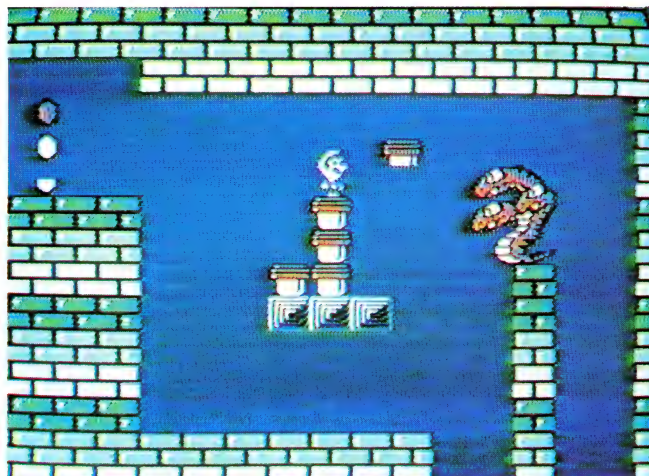
Toad catches the egg while it's in the air by jumping on top of it.



When he throws the egg back at Ostro, Toad topples the bad guy.



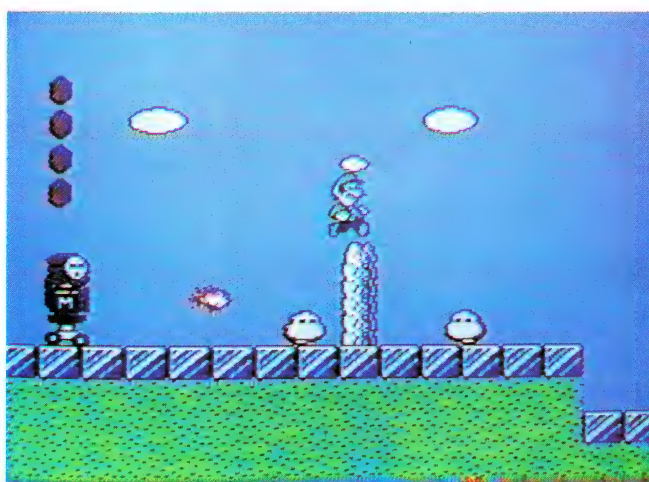
Luigi is rewarded for digging through the sand by finding a 1-Up mushroom.



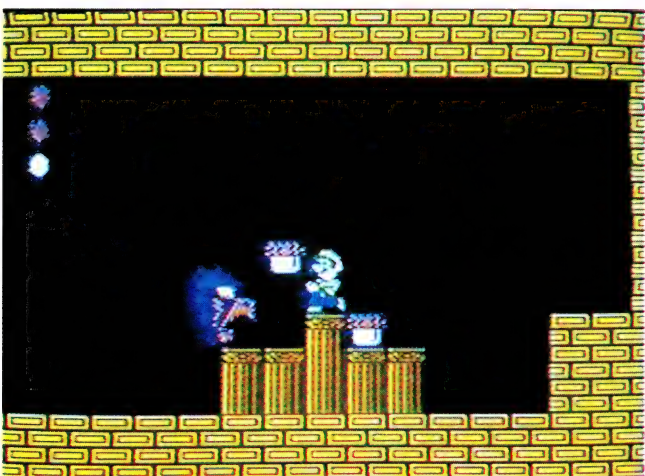
In 2-3 you encounter Tryclyde: Build a wall, then attack him with mushroom blocks.



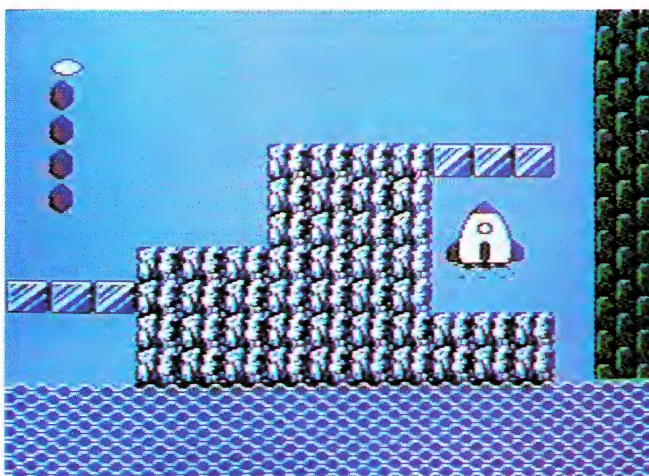
In 1-3 carry the potion to a jar on the edge of a deep pit, throw the potion, and warp to World 4-1.



In 4-1 run away from Skyguy on the Autobomb, jump the Flurries, and grab the crystal ball.



Throwing mushroom blocks at your enemies is often a good way to dispatch them.



You leave World 6 in a rocket ship. Pull the lowest grass at the dead end to find your ship.

THE THREE STOOGES

Activision

The Three Stooges are back, and they're as wild and crazy in this video game as they ever were in the movies. The boys set out to do a good deed. A nasty landlord is getting ready to foreclose on the mortgage of the local orphanage, and the Stooges have thirty days to raise enough money to save it. If they're successful, they may have enough extra money to pay for repairs to the broken-down house or even to fix it up completely and marry the caretaker's beautiful daughters.



Speed up and try to get the red cross while the patient you want to avoid hitting is onscreen.

To get money you have to play through several different games within the game. Some of the games are based on the Stooges' movies, including the one in which Curly steals crackers out of the mouth of oysters or the short in which Larry tries to get a radio to help Curly in his boxing match. There is also a trivia game, in which you can test your knowledge of the Stooges' personal and professional lives, and other mystery selections that can add or subtract money from your pocketbook. You select which game you want to play.

Help Wanted, Doctors: You control the Three Stooges in go-carts as they zoom through a hospital on their way to the operating room. In front of you an orderly pushes the patient and drops red crosses that you can retrieve for bonus bucks. Look out for the other people in the hallways; a collision loses time, and the more time you have, the more money you get at the end of the round.

Help Wanted, Waiters: In this scene the boys are asked to serve pies to the rich and

famous at the Hoity-Toity Club. The Three Stooges are on one side of the room while the snobs are on the other. Select which Stooge you wish to control: Up is Moe; Right is Curly; Down is Larry. Pushing in the direction of one of the Stooges makes him duck pies thrown by the rich people. Pushing in the same direction and pushing the "A" button makes the Stooge pick up a pie and fling it across the screen. You get money for each pie that hits home.

Boxing: In this round you have six minutes to get Larry to the hardware store, where he picks up a radio that he must then take back to the boxing ring before Curly gets knocked out. You have to weave Larry through a sidewalk obstacle course of ladders, fire hydrants, and other stuff. The amount of money you make depends on how quickly Larry gets to ringside with the radio.

Cracker-Eating Contest: You control Curly's hand as he scoops up crackers before oysters close their traps on them. Don't let the oysters get too many of the tasty treats, or the round will end.

Slap Fight: In this game you control Moe as he fights with Larry and Curly. Using the pad and buttons, you poke your buddies in the eye, slap their faces, punch them in the stomach, and rip out their hair. If you make contact, you reduce the speed at which the hand moves during the selection mode. But if you fail to hit the other Stooges, the speed of the hand will increase.

Other Scenes: The Dollar Sign means easy money for the boys. The Question Mark can be a profit or loss. A safe falls on Curly's head and rewards the Stooges. The landlord or his mousetrap means trouble.

Beginning Strategies

During the round selection mode, you choose which game you'll play. A banner



If you want the hand to slow down, you have to knock the other Stooges around.



The slower the hand moves, the more likely you are to get the round you want.



If the hand lands on the mousetrap three times, the game is over; so watch out.

with six squares appears above the main playing field, and a hand moves above the squares. When you push the button, the hand stops on a square and that's the round that you will play. Watch out. There are two squares you don't want to hit: the nasty landlord who takes money from your stash and the mousetrap that snaps shut on the hand. Four snaps end the game.

Advanced Strategies

You should concentrate your efforts on the two "Help Wanted" games because they can add \$2,000 or even \$3,000 to your pocketbook. Here are some tips:

In "Help Wanted, Waiters" learn how to control two of the Stooges at the same time, so that one serves pies while the other dodges pies. Also, don't start to serve a pie if your opposing character is about to get, or has already gotten, a pie airborne. You won't be able to throw your pie and dodge the oncoming confection in time. The most important tip for this game is simply to complete it. When you do, your money will be doubled. To increase your check even more, wait until you have served almost all of the pies and then concentrate on ducking the pies the rich people are throwing. You get \$5 for dodging a pie, but that can add up quickly when your money is doubled after you deliver the final pie.

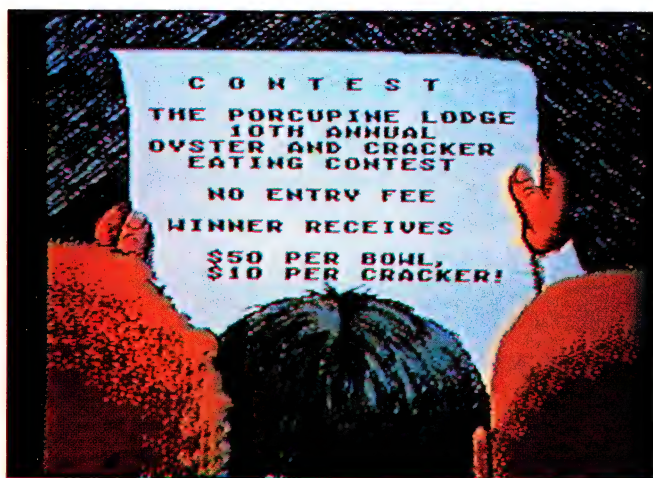
In "Help Wanted, Doctors" try to pick up the red crosses, but don't alter your strategy or go out of the way to retrieve them because you'll probably just end up hitting someone. Speed up when one of the patients that you must avoid hitting is onscreen, and then slow down to see where the next one will appear. If the patient is in front of you, move to a safer position and speed up again.

If you can't play either of the "Help Wanted" scenes, try the "Cracker-Eating Contest." The trick with this game is to keep picking up the

crackers until only one remains. Then you can retrieve only one cracker and finish the round with \$60.

Secret Strategies

To get the hand to slow down every time you play, during "Slap Fight" push the pad to the left while pressing the button to hit one Stooge, then turn around and do the same thing to the other Stooge. Keep doing this quickly back and forth, and the speed meter will slow down.



To win this round you must eat crackers more quickly than the oysters can.



Here's one correct answer for the Stooges' trivia quiz.



The pie fight at the Hoity-Toity Club is about to begin. It's the Stooges vs. the snobs.



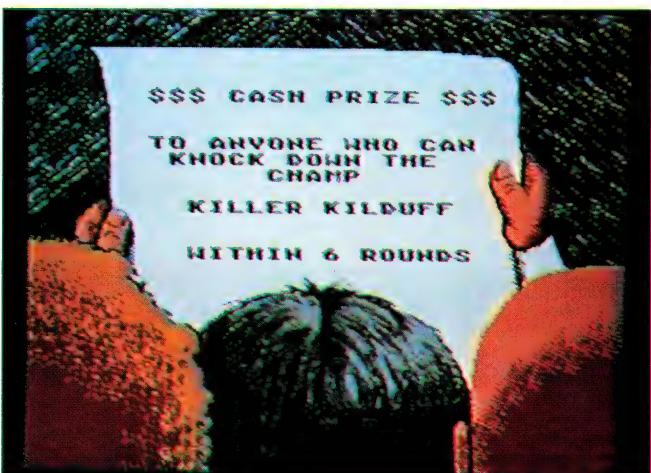
With only one pie left, concentrate on ducking pies to increase the amount of money you earn.



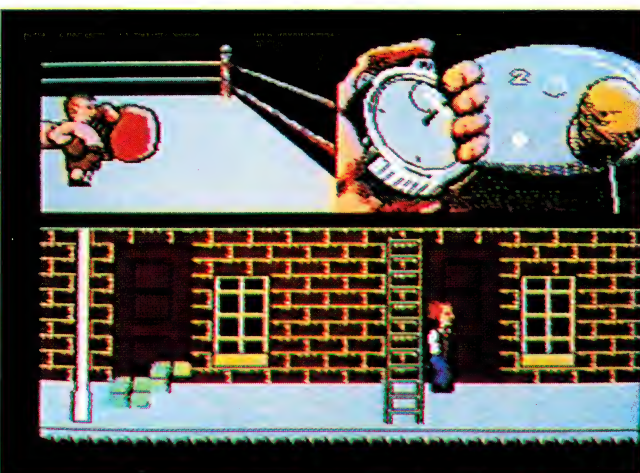
Curly is ready to dig into a luscious bowl of oyster stew and crackers.



Curly has to get the crackers in his spoon before the oyster snaps shut on it.



Curly decides to take the challenge and enter the ring with Killer Kilduff.



The fight takes place in the upper half of the screen, while you run an obstacle course below.

ZELDA II: THE ADVENTURE OF LINK

Nintendo

This game continues the escapades of the daring and well-loved adventurer Link. His new quest takes him through the palaces, towns, deserts, and forests of Hyrule, where he encounters hordes of monsters he must dispatch with his ever-ready sword. The farther Link goes, the more powerful he becomes, increasing his magic powers as well as his physical strength.

Beginning Strategies

Before setting out for parts unknown, you should first explore the region close to your starting point. In this way you will build up Link's powers so that he will be strong enough to face the difficult challengers that lie in wait for him later in the game. Death Mountain, which is located south of Saria Town, is a good place to collect heart and magic containers. There are many creatures that roam this area, and confronting them will quickly increase your experience points. But you must be sure you have memorized the way back to town, so that you can easily replenish your powers whenever the monsters have weakened you. Even though

there are special potions that increase your experience, the quickest and surest way to gain experience is to fight.

The important weapons that you should collect include the Magic Shield, which you get in the town of Rauru. It increases your defensive strength and enables you to sustain more hits during battle. You should also locate the Candle. It makes monsters more visible in dark caves and paths. Enter the cave in the upper part of Hyrule and



In Rauru Town the people who come out of their houses usually give you the best advice.

explore the Parapa Palace to find both the Candle and the first crystal. You must locate all six crystals to complete the adventure.

Advanced Strategies

When you travel in the overhead screens of Hyrule, you can avoid contact with the nasty monsters that live in the wilderness by staying on one of the highlighted paths. As long as you don't venture off the road, Ganon's guardians won't come after you. When necessary, you can make quick shortcuts across wilderness areas by staying close enough to the path so that you can escape the monsters.

Always conserve your magic powers; they are very valuable and should never be wasted. The one exception to this rule comes whenever you encounter the Red Jar, which completely refills your magic power. When you discover the Red Jar in the King's Tomb, cast all the magic spells you wish before grabbing the jar. Then you will have fully energized weapons as well as a full supply of magic.

To complete a level, you must acquire a predetermined number of points. Points are awarded whenever a crystal is placed in a stone statue.

Remember you can always be healed by journeying to Rauru or Ruto. If you keep your fighting close to these two places, you can make a quick escape and then return to battle refreshed. You can also restore your energy by uncovering a fairy.



Deal with walking gargoyles by jumping over them, but watch out for the rocks they throw.



When you replace the crystal in the statue, you finish a palace and go up to a higher level.



To get to the Island Palace, go to the coast near Mido, get on your raft, and sail southeast.



You can stun a smiley face for a moment by hitting it with your sword.



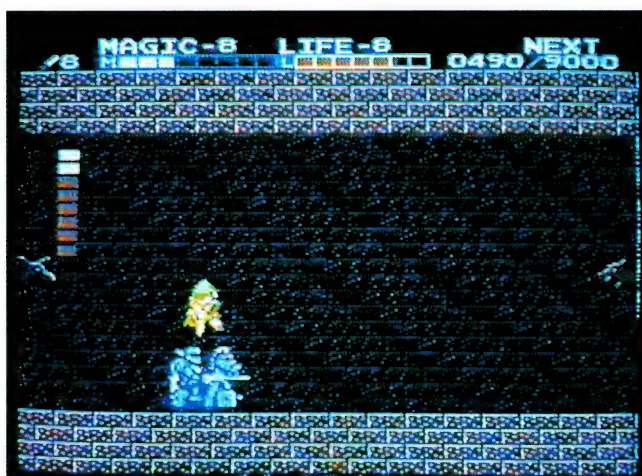
Keys are usually hidden near locked doors, so when you need a key just look around for it.



You get to choose which ability—Attack, Magic, or Life—is raised to a higher level.



The King's Tomb is in the graveyard. When you locate the Red Jar, it restores your Magic.



To defeat Ironknuckle, Link must jump over the mounted knight and thrust at him with his sword.



Link is allowed to explore Parapa Palace only after he has defeated the hidden statue.

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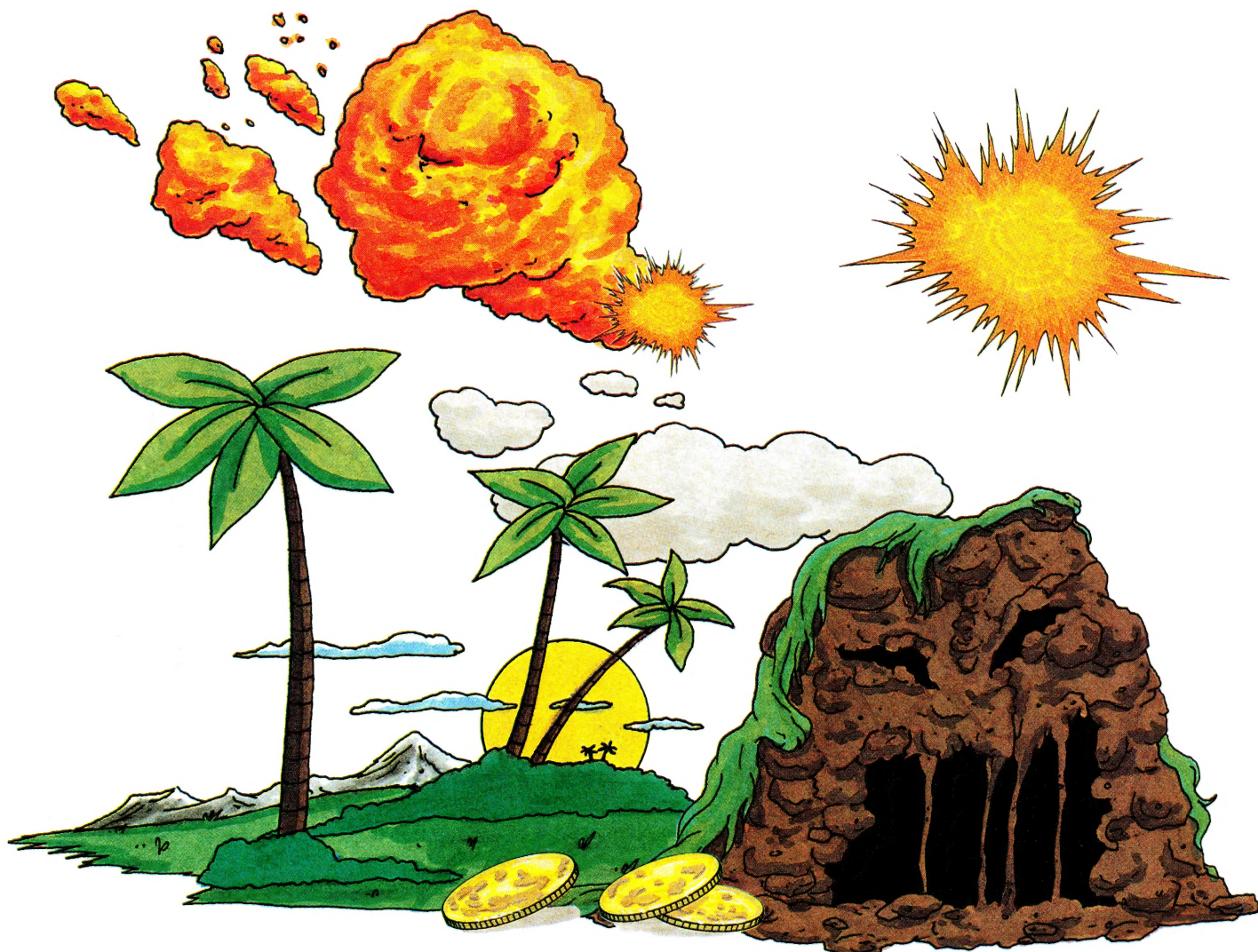
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